

July 1994

Vol 3 No 7

COMMODORE Network

Newswatch

COMMODORE VOICE

Just in case you haven't heard the news, Friendz & Contax have changed their name to Commodore Voice. Commodore Network takes this opportunity to wish Steve and company all the best with the name change.

GEOS

We constantly get enquiries regarding the availability of GEOS. You can source GEOS itself and most other GEOS related items from either Jeff Carey, GPO Box 146, Adelaide, S.A., 5001 or Korella Trading, 1/505 Pacific Hwy., Belmont, N.S.W., 2280.

C.N.P.D.'S BIRTHDAY!

Has it been a year already? Yes it has, and Commodore Network Public Domain is celebrating it's premier year in existence this issue with some super bargains for YOU! Have a look at the four page insert in this issue.

WHAT A BARGAIN!

Have a look at the Novo Computer Hardware ad this issue. They have made GeoCanvas v3.0 available to Commodore Network readers ONLY for a mere \$36.00 - normally \$55.00 - pays for that six month subscription to C.N., doesn't it!

P.P.I. Whispers

It seems that the forgotten Commodore Hardware supplier, Performance Peripherals, haven't forgotten the C64/128. Rumour has it that we are to watch out for the re-release of the RDX RAM drives and a considerable drop in the prices asked for their RAMDrive products in Australia. What is certain is that PPI have perfected and made available a Real Time Clock which is plugged into the C64/128's Cassette port (a review is upcoming), and that they have corrected the software problems that were previously encountered by 128 owners when using the BBU.

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Editorial

Welcome to the July edition of Commodore Network. As usual, I haven't the foggiest notion of what I'm going to prattle on about this month, so let's "go with the flow" and see what we can come up with, shall we?

RUMOURS

Rumours are abounding in the world of the Commodore 8-bit now that Commodore International has officially "bit the dust". We reported last month that Samsung was the likely buyer of Commodore. This came from a usually very reliable source and I have yet to hear anything that has convinced us that it is anything other than correct. However, if you listen to the rumours, we have Atari, Nintendo, Hewlett-Packard, and Sanyo (there are probably more!) grabbing Commodore. Whichever proves to be correct, it is unlikely that the situation will improve for Commodore 64/128 owners, but we certainly won't be the worst off.

Amiga owners are the most likely to feel the brunt of any such takeover, whoever does it, as general feeling within the industry is that only the Amiga chip technology will be produced and sold, generally for inclusion into other platforms, with the computer itself disappearing from the scene. Of course, as we 64/128 owners know, there is always talk of a "saviour", but, if the above is true, then those wishing to produce the Amiga would have to buy the technology, with the resultant rise in production costs and an

increased price to consumers. In Europe, and perhaps even Australia, this may be acceptable, but in North America, where the Amiga has struggled, it could prove an unmitigated disaster. In my humble opinion, any possible saviour of the Amiga will have to either be concentrating on (and based in) the European marketplace, or forget about the man-in-the-street and aim squarely at a "niche" market (definitely the high-powered graphic oriented advertising/video production market, in my opinion) with its associated premium in profit per unit.

But, for us C64/128 owners, that is only of passing interest. Rumour also has it that we may well have our own saviour in the form of The Grape Vine Group. It is said that this company has bought the rights to manufacture the C64 once more. Let's hope this is true. There is a need for a good, cheap family computer on the world marketplace, and the resultant re-release (and hoped-for) sales can only re-stimulate the C64/128 software market (hmmm! if only I had the capital to go out and buy a few of those old software licences - worth a gamble?). But just in case any of you like the idea of gambling away your hard-earned cash, remember - we are dealing with RUMOURS here - they may be true (and let's hope so), but they also may not!

HAPPY BIRTHDAY C.N.P.D.!

As I announced in News Watch, our Public

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JMV Grafix - Handbook of Commodore 64
JMV Grafix - Handbook of Commodore Disks
JMV Grafix - World of Geos Handbooks
Commodore Network Merchandising

Domain library is celebrating its birthday this issue. My thanks go to Bev and Kay for the tremendous amount of work they've put in over the past year, and to all those that have patronised our service over the past twelve months.

In order to help YOU celebrate our Public Domain arm's birthday, you will find a number of super bargains in our centre insert.

RECRUITMENT DRIVE

I hope you all put your recruitment flyer to good use last month. I am hoping to attract a goodly number of new members over coming months, and if we can continue to grow as I would expect, we should see C.N. expand greatly as a support organisation for your computer. Remember, it's YOUR support that helps US support YOU!

MAGAZINES

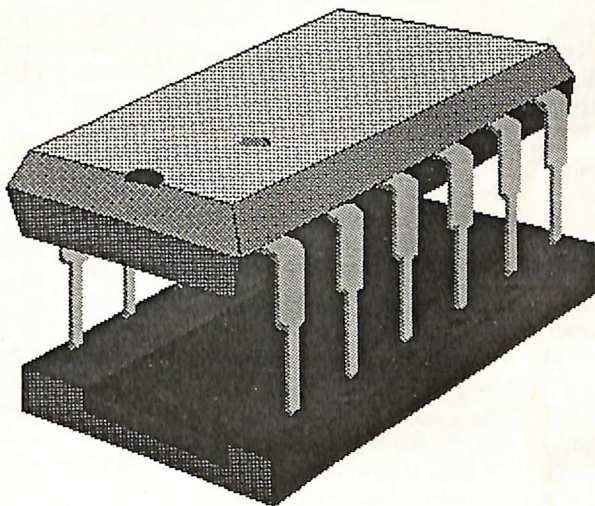
For all of you who have subscribed to either or both Cee-64 Alive! or Commodore World, my apologies! I have been waiting on CMD to forward copies of Commodore World for distribution, and these, needless to say, have

failed to turn up. Hopefully we'll have the problem worked out shortly. In the meantime, Cee-64 Alive! has been dispatched, and subscribers to this should have received their first two editions.

REFERENCE MATERIAL

I am trying to broaden Commodore Network's reference library, so if you have old computer magazines that you would like to get rid of, I am interested. I am after specific editions of RUN, Gazette, Ahoy!, Commodore Magazine, C.C.I., Your Commodore, Commodore Disk User, Twin Cities, and GeoWorld. I am after any Transactor, GeoJournal, or other Commodore specific magazine not specifically mentioned previously. I will accept good photocopies, and will swap photocopies of magazines I have to hand. Please contact me if you think you can help.

Warney



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GEOSgenie

I am fortunate enough to have a 1581 autobooting disk of the GEOS128 v2.0 'German' {yes German} version, including geoPaint in German. This is fascinating. Well, it is all the same really, but it is intriguing when I boot it up, as I sit there trying hard to remember what the Menus normally show!.

It doesn't take much to get mixed up and confused in this GEOS land. In a way, my apprehension of using it is helpful. Because I don't understand the German words, I can better equate with the beginning and novice GEOS Users feelings, when they are coming to grips with the 'regular' GEOS. It must all look just as forbidding. {I can 'remember' that I was scared when I started using GEOS, but the feeling changed overtime}.

It is confusing, lets face it. Anything new or different is confusing!. Generally, it is what you don't know that causes the fear and uncertainty, so the best way to go about it is to read the Manuals. I know, I know, they seem cryptic and hard to understand, but are they truly ?. It is a matter of becoming familiar with the way GEOS looks {windows & menus etc.}, the way it operates {click it here & click it there}, the way it communicates {icons & pointers} ad infinitum. GEOS, like life, suffers from a learning curve. The more you learn about GEOS, the less fear you will suffer.

GEOS, to me, is like play dough. It is ready to be moulded into what ever job I require of it today. With all of it's support programs, both from GEOWORKS and from third party developers, there is nothing that can't be done.

GEOS Doesn't Work!

So many Users come up to me and say things like 'fonts don't work in geoWrite', or 'multifile copy doesn't work with two drives'. Other comments are 'you can't get text scraps into geoPaint', or 'geoWrite does not print graphics'. Really ?. Well all these things work everyday for me!. The trouble is, the User hasn't taken the time to understand what is happening, but they declare these things as fact for

all other Users to hear. Talk about toss the baby out with the bath water!. It is not that bad, trust me.

I am going to have to assume that most of you have attempted, with some degree of success, to read your Manuals, or you wouldn't be wanting to learn more. If you wanted a tutorial in this column, you're looking in the wrong place. Tutorials have already been published, in various issues of CN, and other publications, to help the beginner, novice, and accomplished User. There are also HandBooks a plenty that will give you a tutorial, if the Manuals defeated you're best attempts.

Where to Begin

Since the GEOS System comes packaged with geoWrite and geoPaint, all of you Users with GEOS have these two useful programs that go with it, and they seem a likely place to start work. Please note however, that during discussion I will be referring to v2.0 unless otherwise indicated.

Now we are going to see how to 'cheat' GEOS, and go around the problems that the Manual, and others, say can't be done. What I am talking about is the seemingly impossible things that I mentioned last month. And many more of the 'sneaky' things, that make GEOS so creative and fun to use. It's called 'beating' the system, and nothing stretches your capabilities more than that.

geoWrite

The word on the grapevine is that the majority of Users have the most problems with geoWrite. The problems seem to range from hassles using a 40 column version of geoWrite, to losing one third of your text at printout time, and to having difficulty using fonts.

If you are using a 40 column version, then my bet is that you hate that page flipping, and find it very frustrating waiting for the text to redraw. I've been there too!. The answer is to set your right margin, at the outset, to

around '4 1/2' on the geoWrite ruler. Then, while you enter your text, it will word wrap instead of 'page-flipping'. When you are totally finished, select your whole document, and re-set the right margin to the required printout position.

A nasty little trick is geoWrite's refusal to set Tab positions in the text. You are doing everything correctly, you have selected your text, you have moved the little Tab button to where you want it, but then, when you set your text with CTRL-I nothing happens, right!. Just have a look whether you're text is left-justified or not. Chances are, the answer is not!. Select your whole page, click on left-justified, and that should fix it now.

Printing

Something that seems to catch most people is that without setting any margins at all, geoWrite will print a few lines for you and then form feed the rest of the document blank. And there you stand, with a confused look all over your face. Nasty isn't it!.

Another little trick from geoWrite's nasty bag, is to print your first page without problems, then, because you did not set a page break before going to

Jane Voskamp-Jones

page two, it spits the dummy and refuses to print out page two and just form feeds a lot of paper. Really, it is not geoWrite's fault that you forgot to organise these things. The Manual explains everything that these things are for, and it expects you to use them, not ignore them!. It just doesn't tell you what will happen if you don't set them!. Remember, I said it is what you don't know!.

BSW Font

One little bug bear I hear often with geoWrite is that the text won't stay in the chosen font, and when typing it returns to BSW. Just reading in the section 'GeoWrite Part 2 Editing' in 'The World of GEOS HandBook III' {**}, this is called a 'gotcha'. I'll quote the

paragraph ..

'geoWrite gets tiresome when you have changed to a font, entered a few words, and then go back and correct the first word by using DEL, and when you begin typing in the correct word, it appears in BSW!. Gotcha!'

Technically, it happens because you have edited back to the start of your chosen font and removed it's signature from geoWrite, so the next letters typed are in BSW the resident font, and 'Gotcha!'. It would be best to set your whole document with a 'base font' such as LW-Roma, so that geoWrite can't hit you with any 'gotchas'. Then when you have finished entering text, begin changing the text to the fonts you really want.

One way to avoid the whole problem of 'gotchas' entirely, is to write all your text using a text based word processor, like The Write Stuff v2, from Busy Bee Software. When your text is ready, and spell checked, boot up GEOS. Next have on your Work disk, the required fonts, geoWrite v2.1, Text Grabber, and the Generic 1 form file {from the Write Utilities disk}, and your text file. Double-click on Text Grabber, and select Generic 1 from the DBox, then your text file from the next DBox. The text is then conveniently converted to a geoWrite file.

Next, using Font Changer from the Collette Utilities Disk [reviewed in CN July 1993, and in the new HandBook 'GEOS in Review'], change the whole text file to a base font, like LW-Roma 10 point. After that it is a simple matter to open the geoWrite file and change any pull quotes to LW-Cal in Bold, and anything else that needs tweaking, and the job is done in less than half the time. What's more, the job looks easy!. And along the way some great CBM and GEOS third party products have been recommended.

Only 60dpi

The problem of printing only two thirds of your page afflicts those Users who have a Commodore Compatible, or Commodore printer driver installed. Unfortunately, you are restricted to two thirds of your document. But one way to make sure that all of your text is printed out, is to set your right margin to around '6' on the geoWrite ruler before you start. That way, your text

will remain within the boundary of your hardware printing limits.

Adding Graphics

Another nasty trap with printing, is selecting the Draft or NLQ options in the Print DBox. When you start to panic that your graphic hasn't printed out, next time, re-select the High print option. geoWrite only prints out bitmaps in the High mode.

When you insert a graphic into your geoWrite file, it always sits in the middle of the page, correct ?. Well it will, but after selecting the text area where your graphic is placed, you can set your right margin as close to the left side of your document as possible {allowing for the width of your graphic of course}, and you will see that the graphic will move over to the left hand side of your document. geoWrite is improving all the time isn't it, or is it you ?

One other bugbear with geoWrite, is that you can't have text next to your graphic, only above and below it, correct ?. Well, not totally. A little dexterity with geoPaint goes a long way with this problem. The concept is that you already know what text you want next to the graphic. When in geoPaint, add your text next to the graphic required, and then make a Photo Scrap of all of it. It is easier to determine this in 80 columns, but not impossible in 40 columns.

When your text is just as you wish, if it is wider than your 40 column Drawing Window {DW} in geoPaint, you will need to use a utility program that makes large Photo Scraps. Some of the PD GEOS programs that can do this are : PaintScrap v2.1, Big Clipper, and ScrapIt! to get you started. In 80 columns it is a simple matter of just creating the Scrap of the DW with the Edit tool.

When you are back in geoWrite, go to the required position in your document for this graphic and text, and paste it in. Did geoWrite spit the dummy on that one too ?. It will if your Scrap was deeper than the normal geoPaint DW. geoWrite just doesn't like graphics any deeper than that I'm afraid.

The only thing for it is some fancy cosmetic surgery in geoPaint. It is achievable, I do it all the time. The

idea is to divide the graphic up, accurately, into two or more DW size Photo Scraps!. This method has been explained in detail in the section 'More to Managing Photos' in 'The World of GEOS HandBook III'. The effect can be stunning, and unexpected to other Users.

Text in Reverse Highlight

You can't have text in reverse highlight in geoWrite. It won't let you do that. Really ?. If you don't have a reverse font, it can be done, with a little trickery, using geoPaint in conjunction with geoWrite. A complete detailed method can be found in the section 'GeoWrite Part 2 Editing' in 'The World of GEOS HandBook III'. This is good fun, as most Users won't really know what you did, unless of course they have read the instructions too.

Review items of GEOS products from third party Authors / Distributors are starting to arrive. Just a taste of what is to come further along in this column are reviews of GEOS Utilities 2.0 by Nate Fiedler USA, Fonts for GEOS 1 & 2 by Michael Pearson UK, GENie BBS PD Updates from Rick Coleman USA, GeoPrint & GeoLabel128 by Roger Lawhorn USA and distributed here by Malcolm Brumaley SA, with more to follow.

Next month, geoPaint's peculiarities come under scrutiny. Until then, happy GEOSing. Send in your comments, or great GEOS discoveries, and I will respond when I can in this column, unless you wish a private reply, in which case please send a SSA{Business}E and I will write you back.

CN GEOSgenie
PO Box 635
Blair Athol
South Australia 5084

{**} The World of GEOS HandBook Series {I, II, & III}, and GEOS in Review HandBook, are currently available from JMV Grafix



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P.O. Box 635
Blair Athol
South Australia 5084

Commodore Network - July 1994

Communication

Last month I mentioned some of the types of message echoes found on various Bulletin Boards, and this month I thought we'd go a step further, taking a look at how Post a message in an echo, or even better how to reply to people who haven't even written to you.

Say what? I can reply to people who haven't written to me?

Of course you can, by being a Buttinski. No such word really, it just describes someone who butts in on someone else's conversation. The point is that as FidoNet echoes are, in the main, public pin boards, you can see a topic between Joe Soap and Jo Blow, and if it's a topic you want to add your comments to, you simply respond using the [R] reply key.

Works like this.....

Let's say this is the original message:

From: Joe Soap
To: Jo Blow
Re: Bits for sale

I am selling some original Software,
Pigs in Space and Asteroids.
I would like \$20.00 each for them.

Joe

If there was a reply, it may look like this:

From: Jo Blow
To: Joe Soap
Re: Bits for sale

JS> I am selling some
JS> original Software, Pigs
JS> in Space and Asteroids.
JS> I would like \$20.00 each
JS> for them.
Thanks Joe, I'll take Asteroids, but I
don't want Pigs in Space.
Jo

Now, you might decide to make an offer for Pigs in Space, however if you pressed [R] to Reply to the message, you would be replying to the wrong person, Jo Blow. To reply to Joe Soap you would have to back track to the original message (usually by pressing the "-" hyphen or minus key), then press [R]

In most BBS's you have the choice of using a Full Screen Editor to Reply to Mail (fine if you're using an 80 column screen on a 128) or a Line Editor (Using a 40 column screen on a C64). On GeoZ BBS we use RemoteAccess BBS Software, and the Line Editor works like this.

Pressing [R] puts you into Edit Mode, and it's not a bad idea to QUOTE some of the original text, so pressing RETURN on a blank line gives you your options, [Q] is Quote, and pressing this will put the WHOLE original message up in the Line Editor like this....

1. JS> I am selling some
2. JS> original Software,
3. JS> Pigs in Space and
4. JS> Asteroids.
- 5.
6. JS> I would like \$20.00
7. JS> each for them.
- 8.
9. JS > Joe

Now, we don't want the whole message quoted as it takes up unnecessary space on the message base, so the idea is to keep it all to a minimum. Again you press RETURN on a blank line to give you your options, and in this case [D] to delete. "Delete from Line" would be responded to with 4, and "Delete to Line" would be responded to with 9 leaving a message that reads:

1. JS> I am selling some
2. JS> original Software,
3. JS> Pigs in Space and

Pressing [C] to continue puts you back in the Line Editor and you can then type "I'd like Pigs in Space for \$20, phone me on (03)996-6543"

The message would then read:

1. JS> I am selling some
2. JS> original Software,
3. JS> Pigs in Space and
4. I'd like Pigs in Space
5. for \$20, phone me on
6. (03)996-6543

Press RETURN on a blank line again and press [S] to Save the message.

Next Mail run on the BBS will see

your message bundled up, and sent on to the originating BBS, as well as all other BBS's carrying that particular message echo.

Again let me stress that responding to a message in an echo MUST be kept "on-Topic", and it's not good value to start a "flame war" by abusing someone on the system. You might find your access to the echo, and possibly the Bulletin Board stopped altogether.

See you next month

Artie

Arthur Stevens

Any questions, please drop me a line at

GeoZ BBS,
7 Falconer Street,
Glen Waverley,
Vic 3150.
Tel: 018-58-15-58

or if you do have access to a BBS, send NetMail to 3:633/272

CN



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WANTED

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C64 version

CONTACT

John Buckingham

P.O. Box 244 Warilla N.S.W. 2528

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WANTED

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CONTACT:

Aaron Kernbach

P.O. Box 927, Nairne, S.A., 5252

WANTED

1351 (or compatible) Mouse various SPECIFIC back issues of RUN, Gazette, Ahoy!

Commodore Magazine, C.C.I., Your Commodore, Commodore Disk User (magazines and/or some disks), and GeoWorld. Any Transactor or GeoJournal, or other unlisted Commodore publications whatsoever for inclusion in the Commodore Network reference library (GOOD photocopies are acceptable - will swap photocopied editions)

CONTACT

Warren Naismith

9 Wadeson St. Cobram Vic, 3644

FOR SALE

Commodore C16 manual

In good condition \$10.00

CONTACT:

Jessi Smith

40 Churinga Rd. Aldgate S.A. 5154

Telephone (08) 370 9647 (ask for Jessi)

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FOR SALE:

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Mostly BASIC applications for your C64 - H. Derenbon \$20.00

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\$650.00

CONTACT:

Fred Turnidge

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Telephone (063) 37 1124

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GEOZ BBS

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24 hours a day

The Australian origin site for
the GeoWorks message echo.
Release site for the all-new PC
version of GeoPublish.
Melbourne home of MediaNet
Taxi Talk conference
AFL Football conference

Software Definitions

Shareware

the program is copyright. Free to distribute but only as per shareware
agreements. Usually means no charge can be made other than Postage and
Handling, and usually can only be distributed in its original format.
A nominal fee is usually required for continued use of shareware programs.

Freeware

the same terms and conditions as above, except that the author does not
expect or require any fees.

Public Domain

The author has relinquished all copyright. The program may be modified
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versions to still give credit to the original author.

courtesy Rod Gasson

NOVO COMPUTER HARDWARE

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Yes! it's here. The new upgrade to GeoCanvas, and if you are into graphics in GEOS, you have just GOT to
get THIS! - list price - \$55.00 - OUR PRICE - AN INCREDIBLE \$35.00
but only if you mention COMMODORE NETWORK!

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Clublinks



Welcome to the July column.

Following on from last month I am sad to announce that the SYDCOM group in Sydney has been disbanded but memberships for the groups 64/128 members will be transferred to the other 64/128 group in Sydney, Commodore 64/128 Club of NSW. We are all sorry to hear of the demise of SYDCOM which was one of the longest running Commodore clubs in Sydney.

The news from the Canberra club is also not very encouraging. I mentioned a couple of months ago about problems with the viability of that club. A new committee was elected at their AGM but most of that committee comes from the south coast section of the club which means that the club is being run from outside of Canberra. The south coast section of the club at Batemans Bay is going very strongly so let's hope that as the warmer summer months start to approach Canberra memberships pick up.

While some clubs are suffering the effects of dwindling memberships some clubs are actually increasing memberships. Robert Lord from the Albury-Wodonga club tells me that his group is "alive and thriving" and over the last 12 months has seen an increase in membership numbers. This results from an active committee and strategic advertising.

With the increased number of users around the country all groups should be able to keep membership levels at reasonable levels especially now that user groups are the only place for support for our machines. Plan an advertising campaign and a recruitment drive now. Many clubs have had success in advertising their existence through the "computers for sale" section of the Trading Post or a similar publication. Messages in school newsletters are also a good strategy.

Many users out there are unaware your club even exists. Car stickers or a poster on your car window can also help. It's a matter of determining where you'll reach the most users who are your potential members. I am sure that the clubs like Albury-Wodonga, Wollongong and the 64/128 Club of NSW, who have all had some success with advertising, would be more than happy to pass on anything to you that may help your club. Just write and ask for help from these groups. All groups addressed are published in the User Group Register, a copy of which your club should have, or write to me and I'll pass your letter on.

In the May column I mentioned the Hills/Talisman group as not really a club but "a few enthusiasts that have gotten together".... Well that FEW enthusiasts is actually now more than 85 in number. They have a library of over 1600 Commodore computer magazines and 150 books on the 64/128's as well as a large PD selection. The group will also supply docs to any buyer of original software at markets or garage sales if they have purchased the same without them. They also offer free help to any buyer of 64/128's who may not know how to get started or what to do and how. They also supply to users information about the nearest club, group, repairer, BBS or retailer for their machines. Write to Ivan Blitz, C/- Post Office, Cockatoo, Vic 3781 for any information about the group or phone (059) 68 9323. Or you can contact them through the Talisman BBS in Melbourne.

Some good news for clubs from Commodore Network. Did you know that your club can buy Network magazines in bulk and resell them to club members. This increases readership of the magazine and helps clubs out financially. A similar deal is also available for CEE-64 ALIVE, the great

disk magazine now available through Commodore Network. Your club can actually buy the rights to reproduce copies for club members and thus give members the opportunity to buy the best disk magazine available and make a few dollars for the club. Talk to your committee about it. Most clubs that have taken up the offer have found that their members appreciate being able to buy the magazine on a monthly basis rather than having to outlay for a year in advance.

Thanks to all the groups that have sent newsletters for the competition so far. ALL NEWSLETTERS WILL HAVE A CHANCE. We will begin publishing some reviews soon so keep sending them to me either to the address shown below or C/- Commodore Network. Judging will begin soon. I'm sure that there are a lot more clubs that produce a newsletter that have not sent any in yet.

I must take this opportunity to once again thank all those clubs out there that go to the trouble to keep me informed on a regular

John Buckingham

basis about what is happening with their clubs. This is only way that I find out what is happening at your club. A quick phone call or a letter is all it takes. So let me know what's happening with your club so it can be included in this column.

The address for this column is CLUBLINKS, PO Box 244 WARILLA NSW 2528 or you can phone me on (042) 97 3159.

Bye for this month

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CLUB HAPPENINGS

C64 DEVELOPMENTS INC. (Wollongong 64/128 Club) has a change of venue and meeting time. The club now meets in the Community Centre at Unanderra (on Princes Highway opposite Charcoal Chicken Shop near Farmborough Rd) at 6.30pm on the 2nd Friday of each month. It's a great venue so if you live in the Wollongong area come along to the largest 64/128 club in Australia. Contact Jeff Gale on (042) 71 5098 or write to PO Box 150, UNANDERRA 2526. The club also conducts a special interest group (SIG) meeting with practical hands-on tuition and demonstrations on the first Friday of every month. This is also held at the Unanderra Community Centre.

Updating the information that appeared in the May column on Shane Boswell and the Right Direction. Shane has now moved to Tasmania so the new address is The Right Direction User Group, 2/9 Reid St, MOONAH Tas 7009. If you have written to Steve at the old address your letter will still reach him.

CHANGE OF NAME

C64/128 Friendz and Contax is now known as COMMODORE VOICE. The group is an international mail based club operating from South Australia run by Steve Hedges. Steve also imports Fun Graphics Machine, one of the most versatile and powerful graphics programs around. A monthly magazine is sent out to all members who also have access to an extensive PD library and a library of hint/help sheets. Membership cost \$40.00 per year. You can write to Steve at 11 Dunsford Street, WHYALLA STUART, SA 5608 for a facts booklet or information about Fun Graphics Machine.

MEETING DATES

The next two meeting dates of some of the user groups in Australia and New Zealand are listed. If you want any information about the venue and times or membership details contact the person listed after the club. There is also a list of mail/postal groups as well. If you write to a club please enclose either a stamped self-addressed envelope or a stamp or reply coupon for your reply.

If your club is not included here please let me know your club's details so that your club can be listed.

AUSTRALIA

Albury/Wodonga Commodore User Group - Jul 4th & Aug 1 - Rod Graeber (060) 21 3703

C64 Developments Inc. (Wollongong C64/128 Club) (Southern Sydney and Illawarra) - Jul 13th & Aug 12th - Jeff Gale (042) 71 5098

Commodore 64/128 Club of NSW (Sydney and Blue Mtns) (formerly Penrith Commodore Users Group) - Jul 20th & Aug 17th - Steve Stecyk (02) 631 2323

Commodore Hornsby User Group (Sydney) - Jul 13th & 28th and Aug 10th - Allan Hall (02) 476 4929

Commodore User Group (ACT) Inc. (Canberra and NSW Far South Coast) - Canberra meetings phone Matt Blydenstein (06) 281 2714 for dates and venue Batemans Bay meetings Jul 16th & Aug 20th - Jan Mason (044) 72 6861

Muswellbrook Combined Computer Group - Jul 9th & Aug 13th - Jim Shorter (065) 47 9144

Newcastle Commodore Users Group - Jul 26th & Aug 23rd - George Morrison (049) 57 4271

SydCom (Sydney) - contact Mark Dowsett on (02) 399 6549 for information regarding this group.

Tuggerah Lakes Commodore Users Group (NSW Central Coast) - Jul 7th & 21st and Aug 4th - John Davies (043) 93 1921

Melbourne Commodore Computer Club - Jul 13th & Aug 10th - Bernie O'Shea (03) 438 1625

Yarra Valley Commodore Users Group (Melbourne) - Jul 5th & Aug 2nd - Theo Hristakos (03) 735 5310

South Australian Commodore Computer User Group (Adelaide) - Jul 7th & 25th and Aug 3rd - John (08) 296 7761 or Phil (08) 381 8444

Southern Districts Computer Users Club (Adelaide) - Jul 20th & Aug 17th - Malcolm Brumale (08) 382 8614

Computer Club of WA Inc. (Perth) - Jul 5th & 19th - Tom Lee (06) 332 6374

Cairns Commodore Users Group (Nth Qld) - Jul 5th & Aug 2nd - Bruce Bimrose (070) 54 1949

Commodore Computer Users Group (Qld) Inc. (Brisbane) - Jul 5th & Aug 2nd - Gordon Wright (07) 299 7789

Woombug 8-bit (Woombye near Nambour Qld) - Aug 27th & Oct 22nd - Scott Roseboom (074) 48 5845

Tasmanian Commodore Users Group (Hobart) - Jul 20th & Aug 17th - Stephen Cook (002) 47 9985

NEW ZEALAND

Christchurch Commodore Users Group - Jul 26th & Aug 23rd - Dave Maguire (03) 348 5976

Kapiti Commodore Users Group - Jul 1st & Aug 5th - John Hughes (04) 298 4349

Manawatu Commodore Users Group - Jul 4th & Aug 1st - Sydney Mounsey (06) 357 9858

North Otago Commodore Users Group - Jul 19th & Aug 16th - Jim Mullen (03) 434 7655

N.Z. Commodore Users Group (Wellington) - contact Neville Lockett (04) 470 4707

Otago Commodore 64 club (Dunedin) - contact John Knight 26 Estuary Crescent Fairfield Dunedin

Waikato Commodore Computer Users Group - Jul 7th & 14th and Aug 4th - Raymond Benson (07) 847 2367

Whangarei Combined Computer Club - contact John Pitt (09) 438 6651

POSTAL GROUPS

All these groups are mail based groups that cater for those users who are not able to attend a normal club. Most provide a regular newsletter and give you access to PD programs and program information as well as give you the opportunity to meet other members through correspondence.

Commodore Voice 11 Dunsford Street, WHYALLA STUART SA 5608 - Steve Hedges (Formerly called C64/128 Friendz and Contax)

GeoCLUB (GEOS users) c/- Peter Hunt 70 Betula Street, DOVETON Vic 3177 - Frank Cassidy (03) 791 4991

Plus4/C16 Users Group 36 Western Highway, BLAXLAND NSW 2774 - Tony Ellis (047) 39 1528

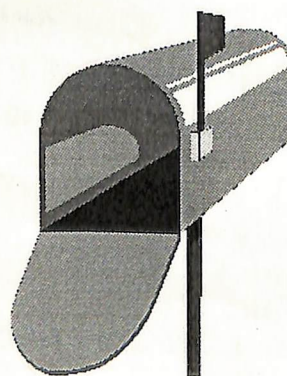
The Old Codgers (over 40's) 18 Windsor Street, EDGEWORTH NSW 2285 - Gordon Screen

The Right Direction User Group 2/9 Reid Street, MOONAH Tas 7009 - Shane Boswell

Woombug 8-bit c/- Post Office, WOOMBIE Qld 4559 - Scott Roseboom (074) 47 9985

Meeting 64/128 Users Through The Mail 1576B County Road 2550E, ST JOSEPH IL 61873 USA - Jean Nance

Many of the regular clubs also cater for postal (associate) members as well. Check with your local club.



CN

Page 128

Welcome to the July "Page 128". This month's column features pocket reviews of several 128 wordprocessors. If you have a wordprocessor not mentioned here, but which you think worthy of review, then please feel free to submit an article on it or any other 128 mode program you'd like to write about. In coming month, we will deal with databases, spreadsheets, graphic software, and probably a "miscellaneous", dealing with just about anything that doesn't fit in with the categories covered in previous issues. Once again, if you have something you'd like to review in any of these categories, please do so, I'm sure you all get sick of my wafflings in this page. That said, let's look at what I've got to say about wordprocessors.

WORDPROCESSING ON THE 128

Because of my role with Commodore Network I, naturally enough, need to do a rather large amount of wordprocessing, and though I have my favourites, I find that, to a large extent, the task at hand dictates the software I use. No two wordprocessing packages are exactly alike, though they almost all support what I would call the basic commands. What differentiates any two packages is the EASE with which different pieces of software perform specific tasks. For instance, almost all the editing of C.N. is done with GEOS, not because I have any particular love for GeoWrite but simply because it is as close as we can get to the "universal" wordprocessor. Almost everyone has a copy of GEOS, and are quite happy to submit articles in this format, or, for those that don't possess (or want to use) it, then most text files

are easily translated to it. However, when it comes to letter writing and most other wordprocessing tasks, my program of choice is Superscript 128. These are personal choices, determined largely by what I am USED to using, and, in the following mini-reviews I have tried to present the thoughts of other 128 users who have become accustomed to other wordprocessors as well as my own observations.

Pocket Writer III

Produced by Digital Solutions, this program presents all the standard text editing and manipulation features one comes to expect from a quality wordprocessor. This is a true WYSIWYG (What You See Is What You Get) 80 column wordprocessor presenting screen underline, italic, bold, and superscript/subscript features which print out on paper just like they appear on screen.

Pocket Writer III is an upgrade of Paperback Writer 128, and comes with a massive 64k of room available for text. That's something like 30-35 pages of document storage space. This area can be partitioned into TWO 32k work regions, an extremely useful feature for the serious wordprocessor user.

One particular area (being only just introduced to the program) that I liked, was the easy access to the help feature and the logical command structure implemented within Pocket Writer. The latter especially is a big aid to your mastering any program as essentially intricate as a quality wordprocessor must be. There's nothing worse than having to deal with obtuse and obscure command sequences when you are trying to familiarise yourself with a

piece of software. Pocket Writer's utilisation of pull-down menus and keypress sequences makes the system a joy to use.

The ability to access, create, and use text files in program, sequential, and/or true ASCII formats make this a most powerful piece of application software, and gives Pocket Writer a large degree of compatibility with other wordprocessors around.

Of course, if you are like me, one feature you do NEED is a spell checker, and this program come with one that supports a number of advanced features. May informs me, however, that it did not originally come with a dictionary, which strikes me as being somewhat like selling a car with the steering wheel as an optional extra (the way some people drive, I suppose they don't use it anyway!). A dictionary disk is purchasable separately, but I

Warren Naismith
assisted by
Charles Williams & May Street

firmly believe it should be supplied with the initial purchase. That being said, if you do buy the dictionary disk, you do get a 30,000 word reference for your otherwise excellent spell check program. That negative aside, this spell checker is the only one of its type to offer (to my knowledge) a unique feature - that of being able to install your dictionary into a 1700 or 1750 REU's (this wouldn't work on my RAMLink unfortunately, but I only had limited time and knowledge). Another useful (and by no means always

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available in other processors) feature was that it actually worked in 80 column mode.

May uses Pocket Writer constantly and is a devout fan. She admits that it has faults, but still swears

by it as being the most powerful and easy to use package of its type she has seen. This is no idle boast, and, just maybe, if I see a copy of this around, I may just grab it.

Superscript 128

My wordprocessor of choice. Produced by Precision Software, this is a powerful, versatile, and relatively easily picked up (second-hand) offering for the 128 enthusiast.

A post-formatted word-processor similar in feel to Lotus 1-2-3 on the P.C. for those who have had experience with such, Superscript offers the ability to integrate on disk with Superbase, thus turning a powerful wordprocessor into an excellent business package - all that's missing is a spreadsheet program, or is it? - read on!

But we are not here to talk about what Superscript can be integrated with but about how it perform in its role of a wordprocessor.

Personally, I like its menu sequencing, with the user being able to access any function through either a series of keypresses starting with pressing the F-1 key and following with a series of alpha-numeric entries to achieve the desired result, or by utilising CONTROL key sequences. Both these methods simplify (and believe me, for me to use it, it HAS to be simple!) access and full utilisation of a VERY powerful tool.

Superscript allows up to 726 lines of 80 column text to be entered, that's around twelve pages, and gives access to a further subsidiary region of some 250 lines for either a completely separate document or a text area from which to "clip" text regions.

But what I really like about Superscript is its versatility when it comes to using a printer of almost ANY description. When I changed from a Commodore compatible to a laser printer recently, I found it easy to adapt a driver to make the most of my upgrade. Nowadays I can switch amongst my laser's in-built fonts and utilise other printer features with ease using Superscripts ability to implement "macros" - programmed keypress series activated by a selected key pattern. For instance, by pressing the ESC key and then the letter "C", I can print my correspondence using the lasers built-in "Courier" font. By replacing the "C" with a "T", "Century" is selected. By taking this a step forward, you can further select font

size and attributes such as compressed, proportionally spaced, etc. That is TRUE power!

Earlier, I mentioned that Superscript could be integrated with Superbase to form a most impressive business application compendium, all that was missing, I stated, was a spreadsheet. Well, strictly speaking, that statement is true, but Superscript supports a very powerful series of commands which can be utilised to produce a "mini" spreadsheet or to perform "number-crunching" within your documents. This can be an extremely handy feature, especially within a business environment.

A spell checker and built-in 30,000 word dictionary (British and American spellings are supplied) comes ready to use, and is loadable at any stage during processing. You have the added advantage of being able to add thousands more words to your dictionary as required.

And there is MUCH more - get it if you can.

PaperClip 128

Batteries Included released this as an upgrade to its popular C64 version. It bears all the features included in its C64 cousin, and retains, in my humble opinion, many of its shortcomings. I found it a difficult and clumsy program to use, even when undertaking the most minor text editing task.

The use of keyboard graphic characters embedded within text to represent various functions is, admittedly, not something that arouses a great deal of admiration within me. I find this practice at best annoying, at worst down-right confusing (not to mention ugly).

However, there are a couple of plusses. This program has one of the best text column manipulation facilities of any wordprocessor I have seen, and also gives the user the ability to view documents up to 320 characters wide. The manual is excellent, and printer handling is versatile.

If you are used to PaperClip 64 then, apparently, you will have no trouble adapting to the 128 version. For me, however, well, ... enough said.

Fleet System 3

Woh! This looks good! Built-in mail-merge, 90,000 word dictionary, integrated Thesaurus, all the standard word-processor features, and command-driven interface. Five different modes of operation are available to the user, including Numeric, Shift, Insert, Function, and Extra Text. These perform the following functions: NUMERIC - sets your numeric tabs for easy column and

number manipulation. Performs addition/subtraction calculations. SHIFT - apparently a C64 left-over, where it acted a CAP LOCK - obsolete. INSERT - says it all, really! FUNCTION - give you access to the disk drive, sets ranges, search and replace words, etc. EXTRA TEXT - view and edit other files without interfering with the main text area.

The dictionary and thesaurus are both truly powerful and easy-to-use features being both relatively fast and reliable, and a real boon to the user. However, I found the command sequences use throughout the package to be more than a little obtuse. Almost worth purchasing for the dictionary/thesaurus combination alone - but not quite!

WordWriter 128

Now here's a good powerful wordprocessor from Timeworks supporting a wide range of text editing and formatting features. I liked the fact that all these commands are displayed on-screen, giving the user instant reference to all pertinent commands

A massive 85,000 word spell checker dictionary accompanies the program, and this comes with the option to create custom word lists for your own personal use. The spell checker itself is little more than adequate, with minor flaws becoming obvious a you use it.

WordWriter produces both sequential and true ASCII files, and, unfortunately, is not generally compatible with other common wordprocessors, though an external utility is supplied to aid in document translation between varying formats.

As with some of the other wordprocessors mentioned above, some keypress sequences are, at best, obtuse, at worst confusing, producing nothing like the result one would logically expect. Access to commands is generally via pull-down menus, with the print formatting being achieved manually.

Documents of up to ten pages are supported, with larger documents being achievable by linking files up to a maximum of some 255 pages - quite a file!

CP/M Corner

by Alastair Hay

Formatting and date-stamping a CP/M disk

As when using any other operating system, the first thing one has to do when intending to use a disk as a data storage medium, is to format it. Having done this, you will need Wordstar or some other word processor to write the required submit file. If you have to use a non-CP/M word processor to write

your file, then you will need some sort of transfer file to copy from Commodore format to CP/M (Big Blue Reader or xlink2.1). Your disk for drive A should contain SUBMIT.COM, PIP.COM, DATE.COM, INITDIR.COM, and SET.COM.

We will now make a file called NEWDISK.SUB which will:-

- 1) Create a NULL ID file
- 2) Create a file named BLANK
- 3) Set up your time/date stamps.
- 4) Turn on Update
- 5) Turn on Access
- 6) Check to make sure we did the job properly.

The file should look like this:-

```
date set b:
initdir b:
<v
set b: [update = on, access = on]
pip
< b : - . $ 1 = a : - . nnn
< b : blank = a : - . nnn
<
dir B: [Full]
```

Where nnn = the ID number of the disk on which NEWDISK.SUB resides.

So, if your disk in drive A is number -.001, then you replace the nnn with 001 in the above file. For those who are not familiar with SUBMIT, the \$1 indicates a string that the user enters at the keyboard which, in our case, will be a three digit number entered after the command SUBMIT NEWDISK.

Now, to work. First, format a disk, place it in drive B, and then place the disk with NEWDISK.SUB and the other .COM files listed above in drive A. At the A> prompt, type SUBMIT NEWDISK XXX, where XXX is the ID number you wish to give to your new disk. If all goes well, you will see the following displayed on screen. :-

Date Set B: (respond to questions)

Initdir will activate time stamps for the specified drive (No response required)

Label for Drive B:

Directory, Password, Stamp, Stamp

Label Read Create Access Update

B: Label Off On
CP/M PIP Version 3.0

*B: -.002 = A: -.001

*B: BLANK = A: -.001

DIR B: [full]

Scanning Directory

Sorting Directory

NOTE: If you have no Null File on any given disk, then here is a quick way to make one. Use PUT.COM and, with the disk to receive the file in drive B: type PUT CONSOLE OUTPUT TO FILE B: -.000. The computer will respond with PUTTING CONSOLE OUTPUT TO FILE B: -.000 A>. You must now immediately type PUT CONSOLE, and the computer responds with PUT COMPLETED FOR FILE B: -.000 PUTTING CONSOLE OUTPUT TO CONSOLE A>. You will now have a file named -.000 which takes up zero byte on disk (used also for catalogues and when listed by some directories will appear at the top of the listing). Finally, if you do not want your disk called LABEL (automatically applied), then with SET.COM type SET B: [Name = Fred] or whatever name you choose to use.

When finished, your directory should look something like this:

Directory for Drive B: User 0

Name	Bytes	Recs	Attributes	Prot	Update	Access
-.001	OK	0	Dir RW	None	05/01/94 15:00	05/01/94 15:00
BLANK	OK	0	Dir RW	None	05/01/94 15:00	05/01/94 15:00

Total Bytes = OK Total Records = 0 Files Found = 2

Total 1K Blocks = 0 Used/Max Dir Entries for Drive B: 4/128

Have fun and enjoy CP/M.

Bye for now -

Alastair



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Sub Routines

This article is a compendium of several published in Cee-64 Alive and published here by exchange agreement

INTRODUCTION

The purpose of this article, (and the associated program(s) on the next Disk-Coverer disk), is not to provide you with an assortment of many subroutines that you may (or may not) need frequently in your everyday use of the Commodore 64 or 128. With any luck, it will be a tutorial on how you can add your own sub-routines to your programs or incorporate those you like from other programs and magazines.

WHAT IS A SUBROUTINE?

What is a subroutine? It is a series of instructions that perform some activity upon command. Even if you have never originated a program yourself, you use subroutines all the time. They may be included with gosub line numbers listed in the program, be SYS'ed from Machine Language (M/L) programs hidden within the computers memory, or called, (LOADED upon demand), from your disk drive. With proper coding, they can perform any function your computer is capable of running. Subroutines may: Display the disk directory without interrupting the program in progress; Dump the screen to the printer; do the housekeeping that is necessary to keep your disk drive in top order; or anything you desire!

The most common subroutines are those included within the program itself. Simple routines may appear to be something like this:

```
GOSUB 10000
10000 open 15,8,15,"s0:filename"
10010 print#15,"i0":close15
10020 save"filename",8,1:return
```

Anytime you have made a change to a program and wish to re-save it to disk, all you have to do is either add 'GOSUB 10000' to any line, or type in the direct command: GOTO 10000. With the GOTO statement, you will get an error message: "return with out a gosub?" unless you replace 'RETURN' in line 10020 with an 'END'! Always check the directory and the disk drive light to insure the program has SAVED properly! If the drive light is on, (blinking), recycle the power switch on the drive and re-SAVE the program by typing: GOTO 10020. The print#15, "i0": in line 10020 is to reset the drive and prevent SAVE errors caused by duplicate ID numbers; write protect overrides; and errors caused by the Super-Snapshot V4 cartridge.

It does not always work, so check the drive light after each save!

M/L SUBROUTINES

Most of the M/L subroutines you see in magazines go something like this:

```
10 if a=1 then 200: a=1:
sa=49152: for b=sa to sa+169:
read d: poke b,d: next
20 sys 49152:goto 200:rem start
of pgm
30 data 169,128,...etc for 169
data's.
200 rem rest of program starts
here!
```

On running, a=0 thus line 10 will execute. All 169 data decimals will be read and poked into storage at a safe location for M/L. (49152-\$c000 to 49231-\$c0aa). Line 20 will run the routine. Say it is one that displays the directory. Anytime you want to see it, all you have to do is type sys 49152, or place that command on any line of your program. [Note that any subroutine you wish to use often should be placed near the beginning of your program. This speeds up execution of the routine.] It may also require that your renumber your original program to fit it in. ie: renumber your original program from line 200 with suitable increments between line numbers. (See "dir.disp.sub-rtn" for a sample subroutine that may be added to any program! This was extracted from the M/L version of the program, "dir.display49152".)

To create the subroutine above, I loaded the "dir.display49152" M/L program and determined the start and end addresses. Using "data maker-64" I changed the M/L into decimal data. Add lines 10-35 to make it into a subroutine, and renumbered the routine. This was saved to disk and can be merged with any program using the "pgm appender". Check "subroutines 1" on the next Disk-Coverer disk to see how you can obtain these utility programs!

The third method is to save your M/L routines on disk as a separate file. This will be explained better in Part III. Say the above program has been entered and you wish to save only the M/L portion for use later. BSAVE the memory, (that's binary save), between \$c000 and \$c0aa and give it a distinct filename that will always remind you of what the program does. Then, when you wish to activate the M/L, all you have to do is add the following anywhere in your program: (typical)

```
500 open1,8,1,"dir.display49152":poke
780,0:sys65493:close1
510 sys49152:rem activate M/L program.
520 geta$:ifa$=""then520
500 loads the M/L without it running,
```

(which would start your program over again at the first line). 510 activates the M/L so you can read the directory, and 520 waits for you to hit a key before continuing on with your program. (Gives you a chance to read the directory!). The routine will remain in the location you put it until the computer is powered down or another program overrides this location. NOTE: Some cartridges use locations c000-cfff and must be disabled in order to utilize this space!

The advantage of these M/L routines is that you can use the same storage areas (\$c000--) for different programs and only the last one loaded will be activated with the sys 49152 command. Sometimes, storage space becomes very critical. The same holds true for other M/L storage areas, such as: 033C (sys828-959); 02C0 (sys704-767); 2000 (sys8192-16383, for bitmap screens or character sets); and other areas.

Other areas include M/L that is to be saved within the BASIC area. Some authors love to place their routines either in 'front of' or just 'after' the BASIC program. This prevents you from changing the BASIC program. If placed anywhere else within the normal BASIC area, you may have to change the 'Start of BASIC' or the 'End of BASIC' pointers in order to protect the M/L from being overwritten by the program or the variables.

CHOICE!

Choice of which type of subroutine you wish to incorporate is up to you. It depends upon your equipment, the frequency and speed required of the subroutine, and the space limitations of your program. Packing large programs and subroutines is very slow, and should be reserved for ones that

Jack Blewitt

you may have typed-in from magazines. M/L routines that are extracted from other programs are perhaps the most useful, and the next section of this article will be dedicated to the process of extraction using an M/L monitor and storage of the subroutines included on Disk-Coverer. Knowledge of Machine Language is not a requirement to use an M/L monitor.

SUB ROUTINES-1 PROGRAM

This information is designed to go with the "Sub-Routines-1" program. It is directed to the intermediate user that knows his way around the C-64, but probably does not know Machine Language (M/L). Not that

the novice will not get anything out of it, because this may be their only chance to acquire some of the utilities that will appear in this and the next two parts. In one case I had to go back more than five years to find a suitable program that would accomplish a particular task.

You will also notice that many of the utilities are built into the V7.0 BASIC of the C-128, so I have given greater consideration to the needs of the C-64 users. Here is how to begin:

1. Format a blank disk, and file copy the program "subroutines-1" onto the disk. It may be worth the effort to move the associated text files and the Directory Display Sub-Routines to the disk also, for future reference.

2. Run the "subroutines-1". When the menu appears, select the file you wish to recover and press "c" to capture it.

3. Press the return on each line No. of the program to place it into the computers memory.

4. SAVE the file to the pre-formatted disk. Use any distinctive file-name for the subroutine. Wherever it was available, I have included the name of the original author.

5. You will have to re-load the main program after each capture. Many utilities can be used as-is as self running programs, or you may change the "end" statement to "return" and use them as subroutines within your own programs.

Below is a brief summary of each of the five programs included in the "subroutine-1" grouping. The next two chapters will add many more, and go into the procedures of using them!

Epson Screen Dump!

This is an excellent program to have available to dump a single screen instead of having to print out the entire program just to copy one page of information from the screen.

This is a BASIC program and may be renumbered to fit anywhere within your own program. Note the the DIM statement in line 20 must only be activated once! Either place the DIM statement at the beginning of your program or after the initial activation, use a GOSUB 30 to reinitiate. Of course, if you renumber the '30' will change accordingly. ---- filename: "text scn dump.bas",8

RESET DRIVE No.8

This is an M/L subroutine that can be LOAded and hidden outside of the BASIC area and made available when needed. The affected drive number may be altered to your active drive. This program is one that can be activated from a Function-Key and you will see this in the next segment of the Sub-Routine series. Use of this subroutine is not limited to the following, but has proved to be very helpful when using the save with/replace routines and the Super-Snapshot V4 cartridge. Also if you forget to de-activate a write protection override switch, or have

several disks with the same ID No. I like to add it to the subroutine to save working files. ie:

```
10000
open15,8,15,"s0:filename":close
15:rem scratch current filename
```

```
10010 forn=1 to 100:next
n:sys700:rem after scratching,
reset drive
10020 save"filename",8,1:return
PROGRAM DETAILS: (re-locatable)
s=700 (starting address $02bc-$02e8)
e=743 (ending address(44 bytes long))
sys700 to activate
poke703,dv:sys700 to activate with an
alternate drive device (dv)
number.
```

filename: "reset dr.sys700",8,1

EMULATE BSAVE-64

This program can be used to save M/L Sub-Routines that are located outside of the BASIC area.

```
PROGRAM DETAILS: (re-locatable)
s=705 (starting address $02c1-$02fa)
e=761 (ending address(57 bytes long))
sys705,"filename",dv,sa,ea+1 (sa=start addr
of save:ea=end add+1)
```

sys705,"screen",8,1024,2025 will save the active screen.

```
LOAD"screen",8,1 filename:
"bsave-64.sys705"
```

MAKEDATA 64/128

These two programs are stand-alone programs, and not meant to be subroutines. They are used to convert M/L binary data into decimal DATA statements so they can be used as Sub Routines, relocated, or printed in magazines. NOTE: that after execution they erase lines No.1-8 to give you an opportunity to add your own instructions. Renumber as required! Also note that if your data does not end on an increment divisible by six, the Datamaker may add a few extra DATA decimals. The extra DATA should be removed from the last DATA line!

s=BASIC (Normal BASIC Program)

e=LINE 8 (8 eraseable lines)

RUN to activate, but have decimal sa and ea of desired program available.

filename: "makedata-64.bas",8 or

"makedata-128.bas",8

(re-locatable) means you may be able to relocate the M/L to any storage area using the "relocate m/l" program that will be included on Disk-Coverer. One note of caution if relocating. Addresses that are formed by 3-code instructions, (such as \$C000), will be changed, but a two code instruction, (like \$C0), will not change. These must be fixed for the program to execute. When we work with the M/L Monitor a little later in this article you will see how easy it is to 'fix' this problem, even without the knowledge of M/L.

MOVING ALONG

Once again, I reiterate, these subroutine sessions are designed for the intermediate user of the Commodore 64 computer. Not that the novice can not get use out of the programs included, but they will have to work harder to follow my reasoning. I personally get aggravated at seeing too many prompts, and we DO learn better when correcting our own mistakes! Even if the subroutines and programs are outside your present level of computing, you may find them valuable in years to come.

Here is what you should do. When you receive your Disk-Coverer next month, load the program called "SUBROUTINES2.SDA" into your computer's memory. If you started a work disk earlier, load this disk into your drive and dissolve the S/R-2 programs onto it. You might even dissolve them onto another preformatted disk to work with, (just in case you make a serious error). Once all files have been transferred to your work disk, you are ready to go to work.

First, if you use a fast-load cartridge or DOS that resides in memory or designates the function keys, these must be disabled prior to running this program. Example: For Super Snapshot V4/5 cartridges, type: >kd to disable the f-keys! You can then remove the first rem statement from line 330 if you wish to keep the other features active. Others should check their manual to see how to disable their f-key routines.

Now, LOAD "sr2 loader" and RUN. If using the C-128, it will have to be in the C-64 mode! You will see some additional instructions (if desired), and listing of ten other subroutines or ML programs. With your printer online, just press <p> for a print of the specifics. These will tell you where the routines are located and basically, what they do. When the program runs its course, you will see a diagram of what the f-keys are set up to do. Print a copy of this also!

You will then find yourself back in BASIC. To capture any routine from this program, (or from any other program that you have identified the address of routines you wish to capture), all that is required is to activate the BSAVE routine. Pressing the <f2> key will give you the proper format to b-save a program. ie:

sys50688,"screen",8,1024,2025

will actually save the screen that is showing when it is run. To load the screen, type: load"screen",8,1 <run>

Individually, type the following lines in one at a time, and press the <RETURN> key to capture the routines to your work disk!

```
sys50688,"fkeys-
49168",8,49152,49728
sys50688,"unnew-
49792",8,49792,49885
sys50688,"reset-
49920",8,49920,49967
sys50688,"dir.-
50176",8,50176,50359
sys50688,"merge-
50432",8,50432,50667
sys50688,"bsave-
50688",8,50688,50745
sys50688,"renum-
50944",8,50944,52192
sys50688,"mover-
52224",8,52224,53226
```

The b-save routine also fits neatly in the unused area 705-761, (\$02c1-\$02f9), and can be activated with the sys705..... command. NOTE: When moving a M/L program as mentioned above, please use the sys52224 and activate the "mover*". This program not only moves the M/L, but adjusts all 2-command address from the old value to the new. Works real well!

Using the above b-save routines, you can capture all nine M/L programs loaded into memory. The one BASIC sub routine, "read seq file", is best captured by listing "sr2 loader" and deleting lines 0-429 and lines

640-. This can be accomplished using the method is explained earlier on.

You could also convert the M/L programs into DATA statements and add your own header to the listing. This was again explained earlier

The whole purpose of this tutorial is to give you some experience moving and capturing routines from other programs. There should be no need to reinvent the wheel! That is why an extra work disk is suggested. Once you have captured the programs correctly, transfer them to the subroutines work disk.

Things can go wrong! For example, if you have just accessed the printer then press the <f5> key, the computer will hang up. That is because the M/L routine is trying to reset the last used device. When it PEEKs(186) to find the last accessed drive number, DV, it finds a "4" left over from the printer. It tries to reset the printer, (which is no easy trick), and goes off into never, never land. Of course you can usually press a reset button, and send the command to "UNNEW". This will usually recover your BASIC program. SYS49152+16 will reactivate the f-key information which is still in memory. Since most users have memorized 491512 as the start of many M/L programs, the sys49152+16 is usually easier to remember than sys49168.

As you can see, I have placed a bunch of unrelated M/L subroutines into the \$c000-\$cfff area. By proper management of this area, you can

stack the programs of your choice into place and have your favorite utilities available until power is removed from the computer. Try it!

You will note that there have been many addresses in decimal and as many in hexadecimal. Conversion is not difficult, but I would suggest

you get a calculator with hex/dec conversions on it. It will save you "oodles" of time by keeping it near your computer workbench. Look for the word "hex" somewhere on the calculator. This does not mean a curse from some devil worshiper.

The best way to learn the workings of your Commodore is to learn your way around the memory. This is only done with practice, and there is no time like the present to start. So, go to it!

The final step will be using the M/L monitor to move and manipulate programs. You will see how easy it is to load and save M/L, as well as minor disassembly. You do not have to know Machine Language, but knowledge of how to convert decimal address into hexadecimal is

very helpful.

USING AN M/L MONITOR

This final section deals exclusively with use of the "M/L Monitor" as both a utility and sub-routine helper. The monitors are probably the least used of all utilities, but have more power than you can imagine. The instructions you will find on this disk go with the "XMON" monitor that you should have recovered in the Sub-

Routines2.sfx article. This monitor was selected because: It does NOT reside within the BASIC or C000-CFFF areas; It has most commands available and it is also in a standard format; but most of all, it is Public Domain!

If you use a C-128, it has a built-in monitor. Learn to use that one instead! Should you have a cartridge with a built-in monitor, that would probably be preferable. Personally, I use the "Code Inspector" portion of the Super-Snapshot V5 cartridge. That is because it is ever present and has more commands than the PD versions. At any rate, learn to use a monitor and you will have a much better command of your computer!

How do you use a monitor? Simply SYS the opening address, press the button on your cartridge, or select the proper <f-key> after you run the SR2 program. You will find a strange looking screen with very little information showing. The first thing you should learn is how to return to BASIC. Just press <x> and <Return> and you are back, (xb to return to BASIC with some cartridges). If your memory is clear, you will want to LOAD an M/L program into your computer. This can be done by typing:

```
L "PROGRAM NAME", 08
```

This will often display the Starting Address of the program in hexadecimal. (ie: C000). Some, (like Code Inspector), will also display the End Address.

Hexadecimal is the base 16 code of a decimal 10 number. Example:

49152! If you divide 49152 by 256 you get 192. There is NO remainder in this case. Further divide 192 by 16(base) and you get 12.00. With Hex numbers going from 0-15, they are represented by 0-9 + A-F. Thus 12.00 becomes C0, and the remainder a 00, for C000=49152! Had there been a remainder such as in 49220 then the High byte would have remained C0 while the Low byte would have become 49220-(192*256)=68/16, or 4.25. The High byte of the second digit is 4, and the Low byte is equal to 68-(4*16)=4. Thus 49220 equates to the hexadecimal address of "C044". If you are weak in math, either buy a calculator with HEX/DEC conversions or use a monitor that permits you to use either base 16 or decimal entries.

Now we will get into practical uses for the monitor. To do this, you will have to look back through this article and follow the directions step-by-step! You will run the program "sr2 loader" and be working with the "XMON" monitor.

1. Get your "Sub-Routines II" work disk out and LOAD "sr2 loader". You may skip the instructions and the displaying of the individual screens if desired. When it is finished, you will have most of the SR/2 sub-routines loaded and ready to go.

2. (optional) Type sys49152+16 and press <return> if you wish to activate the Function Keys!

3. Type sys29900 and press <return>! This places you into the "XMON" monitor located at \$74cc. (Remember, "x" will return you to BASIC).

BACKGROUND: Have you ever had an M/L program that was impossible to use because the colors made the text unreadable? What we are going to do is to effect a color change in the program "mover-52224" program that is located between \$cc00 (52224) and \$cffe (53246). Background color is stored at 53281 (\$d021) and border color at 53280 (\$d020).

4. We will now disassemble the mover program and look for the codes that control the background and border colors. To disassemble, we type after the ".", "d cc00 cfff". As soon as we press the return, we hold the CTRL key down to slow the screen roll while looking for "d021" or "d020" on the right hand side of the screen. When we spot these digits we hit the <R/Stop> key to stop the scroll. In this case, the numbers appear almost immediately. They are located from \$cc00 to \$cc0a. The number after the LDA (a9) command is the color to be stored. Change \$cc01 and \$cc06 to read 07. You have just changed both colors to yellow!

5. To test, we will <g>o (run) the program to view the colors. Bring the cursor to the lower left of the screen and press <return> a couple of times. Now type: .g cc00. You should be in the "mover-52224" program with the background yellow instead of the light blue and gray of the original program. <R/Stop> will exit you from the program.

6. The biggest advantage of the M/L monitor program is its ability to LOAD and SAVE programs from within the monitor. If you wanted to save the program you just altered, all you would have to do is put in a formatted disk and type:

```
.s "mover-52224", 08, cc00, cffe
```

Of course, you would use your active drive number in place of the "08", and if you had previously scratched the file-name or saved this under a different filename, you could write the file to your original disk. You may have found it easier to Hunt for the \$d021 and \$d020 using the <h>unt command of the monitor. Read the "xmon.doc's" to see the many commands at your fingertips using an M/L monitor.

Armed with the information you can acquire by using the BASIC "b-file examiner" program, (or extracting this information from the monitor), you will be able to extract M/L subroutines from other disks and use them in your own programs. There is no need to "re-invent the wheel" every time you need a specific routine or M/L sub-routine. Start by transferring the files and the documentation from Sub-Routines III onto your "Sub-Routines Work Disk". You should then have all the tools needed to manipulate sub-routines together on a single disk for future reference.

SUPPORT PROGRAMS!

XMON.DOC - Monitor instructions

B-FILE EXAMINER - Find Starting/Ending address of any M/L file on any disk.

SR2 LOADER - more sub-routines found on Disk-Coverer #9.



LOST DIRECTORY Recovery

This article is printed here with the kind permission of Cee-64 Alive! disk magazine by exchange agreement. I thought the subject covered important and interesting enough to make it a worthwhile inclusion in our pages for those of our members that do not subscribe to Cee-64 Alive! Now to Jack!

I hate to see a grown man cry! Especially when that grown man is myself! That is just about what was to happen a few weeks ago when I ran into the inevitable "LOST DIRECTORY" syndrome. True, it was my fault, but I will be glad to pass on the responsibility to anyone willing to accept it. Here is what happened;

Having just spent over two weeks reviewing computer magazines from the past decade, and typing in dozens of sub-routines I had previously ignored, I decided to organize the directory. Using a popular directory revision program, I discovered I hadn't placed the correct disk into the drive. After changing disks, I hit the wrong key and accidentally overlaid my disk's directory with the one from the utility disk. Murphy's Law had warned me that this would only happen at the worst possible time, and obviously, after 8-years of programming this was it! Two full weeks of typing down the drain and, of course, no back-up.

Attempting to recover, I made a full-disk copy and tried the directory recovery program from Maverick. No luck! That only works if the directory is still available somewhere on track 18.

Mine was gone forever! After the tears stopped, I decided that if I could recover any files at all, I would be way ahead.

I formatted still another disk; programmed a dummy one-line program; and SAVED it to disk! I then transferred the directory from this disk and placed it on my back-up

disk using the same procedures that got me into trouble in the first place. Next, I loaded a Track/Sector editor. (Any program such as Disk Dr., Disk Shop2, or Disk Maintenance will do!) Starting at T-17/S-00 and working down, and later from T-19/S-00 and working up, I placed the cursor in the upper-left position and <j>umped from one sector to the next, tracing and recording the trace. When the T/S Editor reaches the end of a program, it will not jump any further. NOTE: This process must be repeated until all sectors of

each track are accounted for and each of programs is traced from starting block to its ending: The 1541 layout is:

Tracks 1-17 have 21 Sectors 0-20!

Track 18=Directory. No need to trace!

Tracks 18-24 have 19 Sectors 0-18!

Tracks 25-30 have 18 Sectors 0-17!

Tracks 31-35 have 17 Sectors 0-16!

This took about an hour, but in the end, I had a map of all the programs with the starting block and the number of blocks in each file. Looking at the content of the block, I was sometimes able to tell the name of file, or if it was a sequential or program file.

Using the T/S Editor, I went to T-18/S-01 and changed the following information: [NOTE: Positions 00 and 01 contain the jump address

to the next T/S and should not be changed!].

POSN 2- If I knew the file to be a program, I would leave this as an \$82 (130 decimal), or change it to an 81 (129 decimal), if it was a text or sequential file.

POSN 3- Entered the Hexidecimal equivalent of the Track No. of the starting

block of the file.

POSN 4- Entered the Hexidecimal equivalent of the Sector No. of the starting block of the file.

POSNS 5-20- Text name of the file if known, filled in with shifted-spaces to fill the 16 positions. Your T/S Editor will tell you how to enter text directly.

POSN 30- Entered the Hexidecimal equivalent of the number of blocks in the file.

Now write the new directory to disk with the T/S Editor, exit the editor and LOAD the file in the normal manner and SAVE the file to the formatted disk you had prepared. Repeat this process for each file you wish

Jack Blewitt

to recover. When complete, validate and check the directory to insure that each file has indeed been recovered. This time make a back-up just in case you goof-up again!

As you can see, this is a long, drawn-out procedure, but not near as long as re-typing a dozen files from scratch. Although I personally don't always do this myself, I highly suggest you print-out a Disk Log of any disk before and after altering a directory. By doing this, you will have a reference to the T/S, file names, and number of blocks should anything go Murphy's way. This would reduce the recovery time to about 15 minutes and make life a lot easier.

For Commodore Network readers, a Disk File Log program will be included on the next Disk-Coverer disk set. . . CUPID!

CN

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IN Review

The Handbook of the Commodore 128 The Handbook of the Commodore 64

In these days of ever decreasing support for our Commodores, it's fantastic to find someone who is willing to put in a copious amount of time and effort to produce items for us die-hards. Jane Jones of JMV Graphics is one such person, creating a number of excellent publications (and other items) which we have been pleased to review over past issues. In this issue, we will look at TWO such offerings made available by Jane. Because of the necessary similarities between these two, I have decided to cover both in this article rather than as two separate items. The introduction over, let's get on with the show.

The Handbooks

Both these editions are produced in an A-4 format (299mm X 210mm), and are saddle-bound, consisting of some 48 pages. Text is clear and concise, as it is with all of Jane's publications, and the illustrative graphics included are well chosen and presented. Both booklets share some similarities in the subjects covered therein, and these are generally well presented and written to impart the specifics of that particular facet of your specific computer. The two publications do share some chapters, these being those on base conversion (binary/decimal/hex), Boolean Logic, Disk commands, the VIC-II chip, Flags and Monitors, an assembly language introduction, and a text memory map.

As you can see from this, these handbook are designed to give the reader a solid grounding in basic programming. Let's look at each of these chapters in turn.

BASE CONVERSION TUTORIAL

To quote from Jane in her introductory paragraph to this chapter (mainly because I'm too lazy to write my own text) "You probably do not realize it, but your understanding of your Commodore 8-bit computer will improve when you have tackled learning Binary and Hexadecimal, and how to convert each to Decimal. Try it, once you can get the hang of it, everything is not as scary as it was before".

Very true! Everyone should make the effort to at least familiarize themselves with the three number systems if they intend becoming "computer creative", and this chapter provides a background to achieving such familiarity. The chapter explains Binary and Hexadecimal, and gives information on number conversions between Binary and Decimal, Decimal and Binary, Hex and Decimal and Decimal to Hex.

BOOLEAN LOGIC OPERATORS

OK, before you all panic, let's explain Boolean Logic. Let's face it, our computers are DUMB! They can only think in terms of ON/OFF combinations, and these "on/off" combinations are termed "Boolean Operands". This chapter gives you a basic background to the subject.

DISK COMMANDS

This chapter gives you a listing of disk commands for the DOS 5.1 Wedge, C64 BASIC 2.0, and C128 BASIC 7.0

VIC-II CHIP - 40 COLUMNS

This chapter deals with the capabilities of the VIC-II chip and it's manipulation. Goes on to deal with both multi-colour and high resolution graphics.

FLAGS AND MONITORS - WHAT THEY MEAN!

In this section, you are introduced to machine code monitors and their workings.

ASSEMBLY LANGUAGE INTRODUCTION

OK, so you've learnt a little about your Machine Code Monitor but want to take it a little further. This chapter introduce you to Assemblers (surprised?), the 'why' and wherefore's, and the mnemonics used. It even gives you a chance to play around with that assembler package you've got but never knew what to do with.

TEXT MEMORY MAP

This is the last section in each handbook. It gives the reader a look at the memory maps of both the C64 and C128, lists useful BASIC interpreter addresses, VIC chip addresses, sprite data storage locations, SID chip addresses, Kernal ROM routines, C64 Kernal Jump Table, Screen colour codes and modes, C128 colour codes, standard Commodore tokens and the extended and double-byte token sets for the 128, useful memory locations, error messages (and causes) for the 1541 disk drives, amongst others. Now, let's deal with each book specifically.

Handbook of the Commodore 64

With the basic description covered above, let's have a look at what this handbook otherwise presents to the reader.

SPRITE DESIGN & USE

This useful little chapter (there is an equivalent of it in the C128 version of this handbook) deals with something I think ALL new commodore users wonder about - sprites. It goes on to explain what sprites are, how to create them, the calculation and storage of sprite data, and sprite pointers, registers, colours, expansion, positioning, and disabling. It even offers the reader the opportunity to put together a sprite demo routine to see how things work in practice.

Warren Natsmith

BASIC 2.0 MEMORY USAGE

Gives the reader an insight in to memory allocation whilst using BASIC 2.0. Subjects specifically covered include looks at the Program, Scalar Variable, Array, and String tables, finding the start and end of BASIC, etc.

ALL ABOUT FONTS

This chapter details resident fonts, the memory management thereof, font editors, etc. Good basic background material.

There are other sections of course, all full of good, helpful information. These include Dynamic keyboard techniques and a more in-depth tutelage on using an ML Monitor.

The Handbook of the Commodore 128

In many ways, this publication covers similar ground to the one above, the difference being that this is much more C128 specific as one would expect. The first chapter, as in the booklet above, covers sprite design with the emphasis on the C128's built in sprite editor (SPRDEF). It goes on to cover most of the areas covered in the equivalent section of the C64 handbook, and even gives you a listing of a few article on enhancing SPRDEF that have appeared in past editions of various magazines.

BASIC 7.0 Memory Usage

Deals with much the same area of reference as the BASIC 2.0 chapter in the 64 Handbook but, once more, from a 128's point of view. Looks at banks, various tables, reserving memory, available memory, RAM usage, etc.

VDC Chip - 80 Columns

One of the most obvious differences between the C-64 and the C-128 is the 128's 80-column display capability. This chapter deals with this, giving a good solid background on the subject.

CP/M+ v3.0

This chapter gives the reader a glimpse into the world of CP/M. It serves more as an introduction than anything else, though it does address some fundamental concepts including memory usage, preparation of disks, etc.

WHAT I THINK

Yeh! I know, you don't give a damn what I think, but I'm gonna say it anyway. If you are one of the many Commodore users out there screaming out for good quality information to help you become more computer creative, then either one or both these publications are for YOU! Both contain information designed to both inform and stimulate the end user into becoming more aware of their computing environment and more comfortable with, and capable of programming in some small way. They are not designed to be the be-all and end-all in learning to program, but they do serve as probably the best and most easily read of any publications of their type that I have seen. For the novice programmer - a MUST HAVE! For those with some experience - a valuable reference source.

WHERE DO I GET IT!

From the inimitable Jane Jones, that's where! Write to Jane at:

**JMV Grafix
P.O.Box 635
Blair Athol
South Australia, 5084**

Cheques should be made out to Jane M Jones for \$15.00 per copy for orders within Australia. Overseas orders should add a further \$5 Australian to cover the extra costs.



Review

THE UNDERGROUND

Fresh out of the States comes this excellent publication put together by Scott Eggleston of California. First issued in March of this year, and since then on a bi-monthly basis, The Underground has averaged 28 pages an issue plus front/back covers. Each copy is supplied in a 217mm X 139mm (roughly A-5 - that's an A-4 folded in half) format, and is produced on a 128 with a 9-pin dot matrix printer using GeoPublish. The aesthetic result is a credit to Scott's hard work and diligence and though I will admit that the layout is, at times, not my style (I'm not especially enamoured by the heading font - Arizona), this does not detract from an otherwise excellent piece of work.

Articles are generally well written and varied, with most of the "standard" subjects well covered. To illustrate the variety of material, let's look at the first two issues. In issue one, we see Karen Allison write her excellent "Romance by Computer" article and a piece on null-modems, Scott Eggleston report on a C128 software exchange, Kenneth Peindl does a run-down of Commodore publications (unfortunately Commodore Network doesn't rate a mention). In "GeoZone" the GEOS column, Scott introduces us to GeoCanvas 3.0 and announces CMD's new three-button mouse and new trackball, and, in the P.D. review column, "PD/Shareware Gems", Scott takes us through mini-reviews of several programs, including "1581 Device # Changer", "Alien Attack", and "DirMaster", a GEOS file management system.

Of course, like any Commodore publication with any pretence of being for "the serious user", there are both BASIC and ML programming columns. In The Underground's case these are both written by Ross Capdeville who seems a knowledgeable sort of chap. His first two efforts in the BASIC column covered such subjects as Dynamic Keyboard technique and two voice music programming. In his ML column, Ross has tackled interrupt programming and the programming of a "screen stasher". Good stuff!

The Underground also sports two other regular columns, "The Interground" and "Sticks and Stones". These deal with foreign correspondants and, seemingly, something akin to a cross between "Expanding Horizons" and a "how to get the best out of" your system respectively. Naturally, an Editorial is present (what's the good of editing your own magazine if you can't have your say is my view!), and a "letters to the Editor" column, titled "Rumblings from Beneath" (Which I find a very apt title for a publication based in California) is also present.

ISSUE #2

Issue two carries on from where the first issue ended, adding a new column titled "In

The Box". This deals with just about anything that ends up on Scott's desk which hasn't been mentioned elsewhere within the publication. The first full review - that of Jane Jones' "The World of GEOS HandBooks" (does this girl get around - or wot!) appears, E. Donald Scott takes over the "PD/Shareware Gems" column with a look at various P.D. time keeping programs, GeoZone looks at "font stacking" within GeoPublish (interesting concept!), and we find a list of businesses that still service Commodore users in "Bits and Bytes".

ROUND-UP

Like any publication, there are things to like and dislike about this effort. I made mention earlier of my dislike of the header font and of thinking that layout could be improved, but these are a personal thing and should not sway the reader one way or the other. After all, I know a number of you would like to see changes in C.N.'s layout too, but that does not stop you from enjoying your subscription or from getting the information you need from each issue. What does count in the context of this review is the QUALITY and QUANTITY of information imparted in The Underground, and that's what we'll deal with here.

If you've read the above paragraphs, you will get some idea of the breadth of coverage in The Underground. This information is generally well presented and the articles themselves well written and informative. Each issue comes complete with a type-in checksum to aid in the correct entry of routines printed within that particular edition, and Scott offers an UnderWare (yes, UnderWare) service in which the reader forwards a blank 1541/81 disk in a suitable mailer along with an indication of the issue number you are interested in and return postage, and in return receive all featured P.D., shareware, and listed programs (not review items of course - curses!) from the indicated issue/s. I found this an excellent idea, only wishing I'd come across it when I first started C.N. - it probably would have been worthy consideration for Disk-Coverer and would have meant we could have kept costs down that little bit more.

HOW, WHERE, AND HOW MUCH?

OK, interested? Well, I'm afraid C.N. can't help you with this one as yet. You'll need to write to "The Underground", 4574 Via Santa Maria, Santa Maria, California, 93455, U.S.A. and enclose U.S. \$3.75 for a single issue, or U.S. \$21.50 for a 12 month (six issue) subscription.



P.D. Power

As promised last month, this issue sees us look at a mixed bag of graphics related programs. There are a great many such program around, performing any of the many functions, ranging from the creation of intro screens using keyboard graphics to full featured art programs, to graphic format converters, and many more. In this issue we'll concentrate on utilities that enable us to create displays using the keyboard graphics for inclusion into our own programs. These programs are just great for creating intro-screens, graphic representations, or help screens within your work easily and effectively.

Screen Maker

There are several similar programs around that go under the same name, and to save confusion, this will be the only one of this name that I mention here.

This particular effort was programmed in the U.S. by Howard Campbell and allows the full implementation of colour, reverse characters, etc. All keys auto-repeat, so all you need do, for instance, is hold down SHIFT and C continuously to create a line across screen.

When you've completed your piece of artwork, just press F-1 and enter the line number at which you wish your screen to start within your program. This line number MUST be less than 50000.

Also be aware that the bottom right hand corner is out of bounds simply because entering a character there causes the screen to automatically scroll down, thus destroying the top line of your work.

Screen Gem

This is a rather large file for this sort of program, being some 61 blocks in size with a further 49 block documentation file. The program is written by Billy Godfrey and is, in my opinion, the best of its type available.

The most pleasing feature is the inclusion of the ability to enter your graphics either by keyboard or via joystick (Medium resolution), giving the user a HUGE amount of flexibility, especially if he/she has an artistic bent and enjoys some dexterity when using a joystick.

A help screen is readily available via a pressing of the F-1 key in either Keyboard or Joystick mode, and switching between the two modes is a simple undertaking. Commands are either single keypresses or via a CONTROL key sequence (i.e. holding down CONTROL while pressing B will clear the screen in either mode), and all are listed in the aforementioned help screens.

Once you have laid out your masterpiece, Screen Gem creates a program file consisting of the print statements necessary to make up your screen. Before this is saved, however you can specify the number of lines (from one to 25) that will make up your display - this gives you the ability to design anything from a single line display to an entire screen without the necessity of having all 25 lines of screen data included in your program. When saved, you can then incorporate your Screen Gem creation into your program by renumbering the data file to suit your programs configuration. Be aware, though, that Screen Gem DOES NOT ave the background colour information. A minor thing, since it is only a matter of incorporating a poke command on the first line of your graphic routine, but it has to be done unless your background colour remains constant throughout your program.

Screen Gem also enables the user to save partially created screens to disk as sequential files (the only file-type Screen Gem can load), and to recall them at a later date for reworking.

I like this one, and, despite a few shortcomings, this is probably one of the best, and certainly the most versatile, of its type.

Printmaker

Programmed by Steve Brethour, this program has several "features" I just don't like. Although all keyboard characters are available, you are not allowed to either enter anything on the top screen line or to use return for any reason. The use of cryptic "poke" commands in order to perform certain functions is also a pet hate as I feel this makes such programs that little more daunting for a new user (and a little harder to remember for the occasional user). One feature I did like however was the ability to automatically append a screen file to a program in memory.

Screen Saver

Nice little unit, this! Programmed by M. Medhurst, this program performs much the same functions as those listed above, but what it does differently makes it worthy of review. Screen Saver allows the user to store just about anything on the text screen, including colour, and allows up to eight different screens to be stored in hidden RAM under the BASIC and Kernal ROM's.

Once again, however, we have to deal with poke commands when, with a little extra work a perfectly simple user interface could have been constructed. I know, it is Public Domain, but I've got to have something to whinge about, haven't I?

The difference here as compared to the previous program is that the poke commands can be utilised from within your programs to access specific screens at specific times. This makes it ideal for creating overlapping menus or "windows".

Well, that will conclude P.D. Power for this month. Next month we'll feature a report on "Super Aide" by Kevin Power (and perhaps the program itself on the magazine side of Disk-Coverer if room allows), and continue with reviewing a number of other programming aid routines.

CN

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Commodore Network - July 1994

Gary McCleary Software
PO Pox 24 Emu Plains NSW 2750

Bit & Pieces

Hullo Everyone. Well Winter has hit the Gold Coast, and the Victorians have started to arrive. Tell me, is it true that the last one to leave Victoria in the winter has to turn the lights out? (EDS NOTE: No, Kevin, it's not true. Victorians are like mushrooms - we're kept in the dark and fed Bull. . . t, the advantage of this being that, when we finally DO get out of the place, no-one has to worry about the damned lights! - grin!) They might not be too happy this year, because we have had temperatures down to 7 degrees (Ed butts in again: Ah!! mid-summer for a Victorian!) since May. Anyway on to the programming-

AUTO/LOAD

Have you got a series of routines that you want to load one after the other. Or perhaps a list of instructions to read and then press a key to load the main program. This is a simple way to do it, and it will work every time. End your first program with -

```
500 GET A$ : IF A$ = "" THEN 500
510 GOSUB 40000
```

When a key is pressed the program will jump to the subroutine, and you will see the routine working on your screen. Please note the semi colons in line 40004. For the correct printing on screen they have to be spot on.

```
40000 B$ = "filename"
40002 C$ = CHR$(34) : POKE 198,4
40004 PRINT CHR$(147):PRINT " { 2
crs down]LOAD " ; C$ ; B$ ; C$ "
, 8 [home] " ;
40006 POKE 631,13 : POKE 632,82 :
POKE 633,117 : POKE 634,13 : END
```

TWO PIXEL SCREEN FILL.

More numbers to make your eyes water. But the effect of this program is quite good for changing screens. My ancient RUN magazine tells me it was used in Mission Impossible. The routine uses standard Commodore characters to fill the screen from top to bottom, two pixels at a time, and the speed is adjustable, and the colours can be changed.

```
10 DATA 169, 0, 141, 132, 3, 169,
4, 141, 133, 3, 32, 137, 201,
173, 139, 3, 141, 136, 3, 173
20 DATA 132, 3, 133, 251, 133,
253, 173, 133, 3, 133, 252, 24,
105, 212, 133, 254, 32, 92, 201
```

```
30 DATA 238, 136, 3, 173, 136, 3,
205, 140, 3, 240, 20, 24, 173,
132, 3, 105, 40, 141, 132, 3
40 DATA 173, 133, 3, 105, 0, 141,
133, 3, 76, 19, 201, 96, 160, 0,
173, 137, 3, 145, 251, 173
50 DATA 138, 3, 145, 253, 200,
192, 40, 208, 241, 32, 114, 201,
96, 162, 0, 189, 109, 201, 141
60 DATA 137, 3, 32, 71, 201, 232,
224, 5, 208, 242, 96, 119, 120,
226, 239, 160, 72, 138, 72
70 DATA 152, 72, 172, 141, 3,
174, 142, 3, 202, 208, 253, 136,
208, 247, 104, 168, 104, 170
80 DATA 104, 96, 172, 139, 3,
192, 1, 240, 21, 136, 173, 132,
3, 24, 105, 40, 141, 132, 3, 173
90 DATA 133, 3, 105, 0, 141, 133,
3, 136, 208, 236, 96, 0
100 REM
110 FOR I = 51456 to 51622
120 READ X : T=T+X
130 POKE I,X
140 NEXT
150 IF T < > 20005 THEN PRINT
"DATA ERROR "
```

This is a M/C loader which will poked in the locations in line 110.SAVE SAVE SAVE.THEN run it and type NEW. Better take a break after that lot, then have a go at this demo.

```
10 POKE 906 , 3 : rem COLOUR
20 POKE 907 , 3 : rem START
POSITION
30 POKE 908 , 24 : rem END
POSITION
40 POKE 909 , 40 : rem OUTER
DELAY LOOP
50 POKE 910 , 40 : rem INNER
DELAY LOOP
60 SYS51456
```

Experiment with all the parameters. Poke 910 is a fine adjustment.

POKES & HINTS.

It's been quite some time since pokes have been published, so here's a few things for the readers who don't have the back issues of C.N.

POKE	EFFECT
19,65	Inputs without the ?
120,0	Print anything without Syntax Error
650,255	Repeats all keys
650,0	Repeat normal
774,0	Lists only line numbers
774,24	List normal
53265,11	Turns screen off (fast)
53265,27	Screen on again (no loss of data)
SYS64738	Reset C=64
Print line number of Illegal Quantity Error	
message - PRINT PEEK(63) + PEEK(64) * 256	

If your Joystick packs it in when your playing, these keys should keep you going with most games.

	JOY 1	JOY 2
FIRE	Space	Space & M
UP	1 key	Space & F1
DOWN	Left arrow	Space & Z
LEFT	Control	Space & C
RIGHT	2 key	Space & B

AUTO RUN /SAVE-

This may seem a lot of typing in, but once a program is saved in this manner it AUTO RUNS every time you load it with an 8,1

Zero line your program with-

```
0 POKE 770,131 : POKE 771,164
```

The save command must be in DIRECT MODE-

```
PRINT "(clr/scr) " : POKE 770,0 :
POKE 771,168 : POKE 44,3 :
POKE 43,0 : POKE 157,0 : SAVE "
filename" , 8
```

Hit Return and the program saved will be slightly bigger. The 64 will also have a heart attack and display a rolling illegal quantity. If it won't Run/Stop Restore you may have to reset. But your program will be o.k.

COUNTING.

This is a handy and simple way to get a command to preform a specified amount of times in a program(e.i. sprites,colour change,print etc.).We will make this one the border colours--

```
10 C = 0
20 POKE 53280,C : C=C+1 : IF C =
16 THEN 50
30 FOR T = 1 to 1000 : NEXT
40 GOTO 20
50 END
```

Line 10 sets 0 to variable C

Line 20 pokes that value to border colour byte (53280), raises the value of C by 1, and checks to see if C = 16. When it finds it doesn't, after a delay in line 30 (optional), it jumps back to line 20, and continues this until C = 16. Then it jumps to 50. Take out the delay, make 16 equal 160 and see the effect.

REDEFINED CHARACTERS.

The first thing we will need is a graph to design our characters. It has 8

columns across, and 8 rows down. $8 * 8 =$ the magic 64 bits. That is what every character square is made up of. The numbers across the top of the graph are the value of the bits ($128 + 64 + 32 + 16 + 8 + 4 + 2 + 1 = 255$). The shaded squares are bits that are switched ON, and the clear squares are bits switched OFF. You can see we have the shape of a rocket, but all the computer see is ON and OFF switches, so we have to give the computer the data (numbers) for the switches that are ON. To do that starting at the top row, we count the values of the ON switches and add them together. If you look at the graph you will see in the first row there is only 1 switch ON. The value above is 16. So our first piece of data is 16. The second row has an ON switch under 32 and 16 and 8. Add them together and you have your second piece of data, 56. Just do the same with the remaining six rows and you will have the data to tell the computer which switches to turn on, and which switches to leave off.

Now we know we can't change the characters in ROM, but we can transfer a character set to RAM and redefine it there. So here is a program to move the first 64 characters and replaces chars 27 to 31 with five custom characters. To help you understand the variables used--

VM = Start address of Video Block
CH = Start address of Character Memory within the video block.
SC = Start of Screen Memory

If you change the Video Block all other starts are changed.

```
10 VM = 0 : CC = 14 : CH = VM+CC
* 1024 : RM = 53248-CH : GOSUB
1100
99 PRINT " [clr/scr] " : FOR I =
32 TO 95 : PRINT CHR$( I ) :
NEXT : END
1100 POKE 53272, (PEEK(53272) AND
240) OR CC
1110 POKE 56334, (PEEK(56334) AND
254 : POKE 1, PEEK( 1 ) AND 251
1120 FOR I = CH TO CH+511 : POKE
I, PEEK(I+RM) : NEXT
1130 POKE 1, PEEK( 1 ) OR 4 :
POKE 56334, PEEK(56334) OR [space]
1
1140 RETURN
1200 FOR I = CH+8 * 27 TO CH+8 *
31 STEP 8 : FOR J = I TO I + 7 :
READ N : POKE J, N : NEXT : NEXT
1210 RETURN
1300 DATA 12, 12, 9, 118, 8, 24,
36, 72
1310 DATA 16, 16, 56, 124, 254,
146, 56, 40
1320 DATA 16, 124, 248, 248, 124,
147, 127, 62
1340 DATA 170, 0, 242, 146, 159,
255, 126, 109
1350 DATA 0, 0, 28, 254, 28, 126,
129, 126
```

The 64 is now reading the first 64 characters from RAM. A couple of things here. Take your time typing in. Watch for (eye's) and (one's), it's easy to mix them up. SAVE SAVE SAVE

before you run it, even more so when your moving memory. If your 64 goes elsewhere you can reset and load back in to see where you went wrong. If you get frustrated, go and have a coke or something. and if you are were successful the first time (your lucky) the results of the changes will be seen on the screen. Every time you press the LEFT BRACKET, BRITISH POUND, RIGHT BRACKET, UP ARROW, LEFT ARROW. you will see the redefined characters. Now that you have an idea on how to redefine them, next month we will have a go at building larger characters and moving them. And best of all character flipping, which really gets them moving.

I have just received a P.D. program called P.G.M(program graphics management). It uses M/C routines and SYS to build graphics on bitmaps. Looks great. When I can handle it properly I'll try a review to send to Warren.

Happy Programming.

Key. Power
Shambrook C/Van Park
Kirra Q 4225



HelpLine

A listing of contacts should you be having trouble with your computer or computing interests.

128

For general help on 128 computing contact:

Mick King

3 Fryer St. Kingston Tas. 7050

ph. (002) 294 333 AH

For help with C64 or 128 computing, contact:

Warren Naismith

9 Wadeson St Cobram Vic 3644

FidoNet 3:633/272

Adventure Games Contact:

Dorothy Millard

12 Venetian Crt Croydon Vic. 3136

Ph. (03) 725 0682 until 5 pm, and then from 7 pm to 9 pm every day.

Software Recovery

For the recovery of corrupt disks/programs (originals only)

Also 1581 disks Contact:

Doreen Horne

70 Fursden Rd. Carina Qld. 4152

Phone: (07) 398 7441

Help with "The Write Stuff", "Family Roots", and "Pocket Planner"

Contact: Fred Turnidge

"Manorbier" Bridle Track Duramana N.S.W. 2795

Help with Wordstar 2.26 or V.4, dBase II, Supercalc, or Multiplan

Contact: Alistair Hay

32 Barwon St. Lesmurdie W.A. 6076

Communications

Assistance in accessing Australian BBS's using C64 or C128

Contact: Arthur Stevens

7 Falconer St. Glen Waverley Vic. 3150

Tel. (018) 58-15-58, BBS: (03) 803-6498

Netmail: 3:633/272

General 64/128 Help for NEW ZEALAND

Contact: Mike Smith

P.O. Box 35 070 Christchurch New Zealand

Phone: 64 3 365 2145 or Fax 64 3 379 2735

Letters Link

Welcome to another month's postal paraphania. This month we have quite a few interesting items, so let's get on with it, eh! But, before we do, I think it's time to remind all those "new chums" to Commodore Network that this is YOUR column. It's designed to allow you to air your views and to ask questions, and, if you happen to be just a little shy about having your name plastered all over the pages of C.N., don't worry, we are quite happy to use aliases in most cases.

NLQ ON THE MPS 1230

First cab off the rank this month is a letter from Vic Majury, who offers this advice to Darryl Miller who voiced his problems concerning obtaining NLQ mode printing on his MPS 1230 printer (Letter's Link, C.N. Vol. 3, No. 5, May '94). Vic's letter says in part...

..... The print quality is selected the same way as all other parameters are set, i.e. start with the printer OFF, feed some paper in, hold down the line feed and form key simultaneously, and switch the printer ON. Then it is just a matter of following the instructions as

they are printed on the paper.

All the settings can be changed the same way.

I use the printer on my Commodore 128D and also on an IBM compatible I own. Some programs will apply their own selections and ignore those set at the printer, but I have found others which I have had to change at the printer start-up. It is, of course, much easier when the program does it.

Regards Twin Cities 128/64 publication, I was pleasantly surprised to find a copy actually arrived even if it was ten months late!

We were lucky enough to attract a number of responses to Darryl's problem from all around Australia and even New Zealand and it's good to see that the spirit of helping each other on which C.N. was founded is alive and well in the C64/128 community. As for Twin Cities, let's hope it's the start of at least semi-regular releases from them. Their publication is really too good to see whither on the vine so-to-speak, so here's hoping that they are getting their act together.

NLQ ON THE MPS AGAIN

Way up north, and Don Williams in sunny Queensland writes in part:

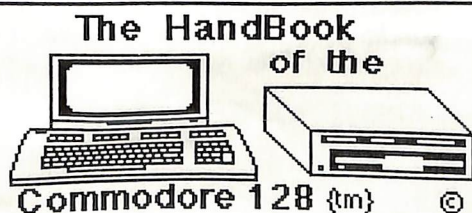
..... I have just received C.N. for this month, and haven't finished reading it as yet. a bit of help for Darryl Miller of Kyneton, Mexico, regarding his query on getting NLQ on the MPS 1230. On setting up in Epson mode, set DOUBLE STRIKE to bi-directional and et CHARACTER RESOLUTION to NLQ instead of DRAFT. I think this will fix his problems. In using Escape Codes, they MUST be entered like this: CHR\$(27); (nm) where nm is the code for whatever function is required.

That's about my lot, I can't think of anything else to write about, so I'm going fishing.

Thanks for the info, Don. When are you going to send me down a barramundi?

DOODLE, KOALA, AND RUNPAINT

Still in Queensland, and Peter Mead



The Handbook of Commodore 128

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writes:

Thanks for the information regarding my Graphic query. However, I am afraid I don't know how to convert the graphics to Koala or Doodle format. I note your suggestion to use ScrapIt! after they are in this format. Maybe you can help specifically with the first step?

I would rather accomplish the conversions myself, as I feel it would be the best way to learn - so, could I please indulge your patience once more.

OK, mate. Now, I don't know what specific software you have to hand but I do know that you have access to RUNPaint, and that (if I understand your initial letter correctly) you are able to access "The Illustrator" graphics using this program. This will probably mean that these graphics are ALREADY in a DOODLE or KOALA (if my memory serves me correctly - first time for everything - the former (DOODLE)) compatible format in which case it is simply a matter of renaming the file/s in the style of normal DOODLE (or Koala) graphics. Since you are going to use these in GEOS, probably the easiest way is to save your graphics to a GEOS disk and use GEOS's built-in file renaming feature to alter each graphics title. I am unfamiliar with "The Illustrator's" naming conventions, but, in order to name a file in the DOODLE style, all you need to do is add DD. to the BEGINNING of your files name. For example, a picture titled "PICCY" would, when renamed to be accessed by Doodle, appear as "DD.PICCY" (note the period between the "DD" and the actual filename). Of course, if my guess is wrong, and "The Illustrator" uses KOALA format, then you will have to rename the file using the Koala naming convention by adding a [SHIFT A]PIC A so that the name appears as "[SHIFT A]PIC A PICCY". Now, if all things are well, all you will

need to do is load in ScrapIt!, Graphics Storm, or Piconvert from within GEOS and away you go (fingers crossed).

QUESTIONS

Moving south to New South Wales, and we find Graham Prosser dropping us a line:

I am in constant contact with Terry (Chadban), and he tells me of all the troubles Commodore are having. Are you able to confirm that Commodore have done a deal with someone in India to manufacture the C64? Do they have the rights to the India/Africa market?

Can you enlighten us about Australia/Asia? Commodore still have an Asia/Pacific office here but there was a large auction some weeks ago now and nothing is happening. My information is that a former General Manager, who resides in Melbourne has been given the rights for Australia. Is this to extend to Asia/Pacific? Have you heard if he is going to have access to the C64/128 or what he plans to do, if anything?

I was hoping Artie, Terry, and yourself could get the rights for the C64/128 and even import them from India (it would be cheaper as our costs would be prohibitive). India is apparently using the 85002 chip which means they could make the 128.

From another source I have been told that Commodore U.S.A. made 2500 units of a computer designated the 365 which apparently is a 64 with a 3.5" drive built in. We never heard of it here, even in Commodore Network. The units were marketed by Software Hut and talk has it that they are trying to get Commodore to make more. The machine was sold out before the advertising hit daylight.

My reason for trying to get some excitement in reviving the C64 and C128 is that programmers will make new material and we can once again enjoy a great machine. Otherwie we

are going to be dominated by the IBM and its look alikes.

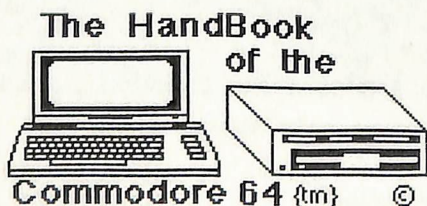
I agree with the writer of "Page 128" when he says there is very little in the way of new 128 programs available. I do hope some resurgence can be generated to once again get the 128 sold here.

I know it is not acceptable to copy (pirate) programs, but if the general public are not being supplied with what they want, should there not be some method where those that do not have but would like to be able to source certain programs can do so. I am sure this lack of software availability is one reason our computer has died. Come on 128'ers, there has to be better brains than mine to get an answer so that we can all benefit.

Firstly, my information on an Indian manufacturer for the 64 came from a very reliable source. The deal is specifically for manufacture and distribution in India, Africa, some parts of south Asia, and the Middle East. Australia misses out I'm afraid.

Commodore Asia/Pacific will NOT handle the eight-bit machines. They are only interested in the Amiga 1200, the high end Amigas, and the PC clones - the high-profit lines in other words.

As for Artie, Terry, and myself selling C-64's and/or C-128's in Australia, well, I'm afraid it would need far more capital than we could probably muster, even though it is something I would personally love to have a go at, if only from the "challenge" point of view. I know Terry would also like the opportunity, and I'm sure many another die-hard 64/128'er would also be tempted, but the fact remains that any such venture handled on anything but the smallest of scales, would require substantial capital expenditure of which the initial purchase of units would only be a small part. The purchase of spare parts, and the neccessity of an extensive advertising



'Sprites, Design and Use'
'All About Fonts'
'Base Conversion Tutorial'
'BASIC 2.0 Memory Usage'
'Start & End of BASIC 2.0'
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campaign (it's no use having warehouses full if no one knows about what you are selling) would make up a large proportion of your initial investment, and it would also be advisable to at least go part way towards making a larger amount of software readily available. All-in-all you would need a sizeable bank-roll to get you started though I do believe that, with proper promotion, marketing, and pricing, there is still a market for these great machines and I would love the challenge involved.

Now, the 365, better known as the C65. These were PROTOTYPES, never meant for release to the public. They were bought from Commodore when they were starting to feel the pinch and decided to clear out their warehouse of unwanted old stock and miscellaneous goodies to raise that little extra capital. These were never "announced" in C.N. simply because they were in development well before C.N. was formed.

Lastly, from a personal point of view as well as a professional viewpoint, I can't, and never have condoned piracy. I firmly believe it has played a MAJOR part in the destruction of the C64 software industry. That being said, times have changed and pirated copies are, more often than not, the ONLY way one is going to get many of the excellent pieces of software that have been released for our computers over the years. I would hope that, with time, C.N. will be able to make older pieces of software available from a central databank to members (and non-members) with the blessings of the companies concerned, and with full documentation (often so necessary if you are to get full benefit of a program). I'm sure people would not mind paying a small licensing fee if demanded, nor for the copying of the software or the reproduction of any manuals. This method would be of benefit to all, I feel, supplying the user with good, affordable software, and ensuring that the copyright holder and/or programmer gets some reward for their trouble. Has anyone else any

ideas?

CUSTOMER DISSATISFACTION

O.K., back down to my home state of Victoria, and Bernie O'Shea writes in part:

..... Got my "Video Shop" at last! - Thanks.

The timetable for this saga went something like this:-

My cheque for payment dated 30/3/94 (cashed in April)

Nothing heard - letter of enquiry sent 29/4/94

Nothing heard - Video shop arrived 2/6/94 !! - along with apology letter dated 4/5/94 !!!

Guess you are lucky I'm a placid and laid-back kinda guy (and the amount involved was only \$15). I tried real hard not to bad-mouth you too much to my buddies

Firstly, I'll make a public apology here and now to Bernie. This sort of delay should not have happened, but did. The initial hold-up was not of my doing as the article ordered was dispatched within days of the order being received, but apparently has disappeared into the mysterious depths of the postal system. However, the delay in reponse to Bernie's query of the 29th IS ENTIRELY MY FAULT. A response was formulated and a second copy of Video Shop was prepared for dispatch but, for some unknown reason, these articles were put aside and FORGOTTEN. There is NO excuse for this!

However, we can make something good of this fiasco. If you place an order and do NOT receive it within TWO weeks of sending it (except for subscriptions), GET ON MY BACK! I will even go one step further. From now on, anyone not receiving an order within the two weeks specified above will receive our WSUA disk (Warren Stuffs Up Again!) FREE! If you do receive one of these - TREASURE IT! - I'm hoping they'll be

so few and far between that they'll become collector's items.

DISK-COVERER MENU ET AL

Way up north again, and the delectable Doreen Horne writes:

I Have just read the magazine for May, which is as usual full of interesting information.

A couple of things come to mind, so I thought I'd pass them on to you. Firstly, the HELPLINE - my telephone number is missing again. Please may we return to the information given on page 15 of the January issue, and it may be useful to add that 1581 disks can now also be given first aid.

In regard to the letter from Vic Majury regarding , amongst other things, DISK-COVERER. I used the same menu as you had been using (Carroll), slightly modified visually to identify programs which would clash memory wise with the menu's own turbo-load system. Persons having any other turbo loaders fitted to their machines (like the Jiffy-DOS you mentioned) should either disable their own systems or avoid using the menu's turbo-loader. As a matter of interest I think the Carroll menu has a file missing, lost somewhere in its travels through the Public Domain. There are actually three options for the turbo-loader - ON, ON/OFF, and OFF. I disguised the middle one as it constantly produced a FILE NOT FOUND.

It may help Vic and any others using the C64 mode of a 128 to depress the CAPS LOCK key (Jim Butterfield via a recent edition of LOADSTAR). With the CAPS LOCK key in its natural state, a peek at location 1 returns a value of 119 instead of the 55 to which most C64 programs relate.

Thanks for the information Doreen. I'm sure Vic and many others appreciate your help. As for HELPLINE, well, my apologies (seems I'm doing quite a bit of this this month). Hopefully it will be all correct for this issue.

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ZIP/UNZIP

Still in Queensland, and the not-so-delectable Kev Power writes:

... I'm afraid I'm stuck. Not having a modem, I have not worried about the articles or the programs on disk concerning communications. I quickly looked through the back issues and tried ZIP/UNZIP, etc., but without success. ...

Telecommunications and its associated paraphernalia can be a little confusing to those of us new to this facet of computing. ZIP/UNZIP creates and/or dissolves ZIP files. These can be identified by a prefix containing a numeral and an exclamation mark in the following format:- !1 Filename, 2! filename, etc. Other modes of compacting files for download/uploading on a BBS create files with the SUFFIXES .ARC, .LHARC, .SFX, .LNX, etc, and, except in the case of the SFX files mentioned, rely on specific programs to "unpack" them. SFX and SDA files only need be loaded into the computer and will dissolve automatically. Here is a list of commonly used compactor prefix/suffixes and the program/s needed to dissolve them to a useable form.

ZIP - use ZIP/UNZIP (64) or BVUnzip (128)

ARC - use CSX01 (64) or CS-DOS (128)

LNX - Lynx (various versions - 64)

LHARC - CS-DOS (128)

SFX - automatically self-dissolves

SDA - as above

Now, the reasons for compacting files are simple, the smaller a file, the less time it takes to transfer it over the phone lines, and, if you are like me, and every call is long-distance, you will soon appreciate these time savings as your telephone bill climbs. However, in Kevin's case, probably the most common advantage of using one of these file compaction routines is in "archiving" - the storage of backups on

disk. After using one of these archivers on your programs (or, indeed, an entire disk side) you can often find that you can squeeze in two or three archives where previously only the contents of one of these could be saved. the drawback is, of course, that they are unuseable in their present state but then it's only a case of dissolving the archive on to a disk with sufficient room available for the archives contents, and away you go!

C64 PROBLEMS

Now down we go to New South Wales once more, to where Richard Pacey writes:

I have a problem with two of my 64 computers. I am hoping someone can help.

One has no cursor, so nothing can be typed. I get the normal start-up screen, and that's all it will do. The other 64 has the cursor flashing faster than it should. However, if I connect a joystick to port one I can make the cursor disappear or stop flashing. I still can't type anything.

If someone can tell me what needs to be repaired or replaced, I can do this myself, or, if they can supply me with a book on diagnostics for the C64 and the 1541 drives, that would be great. This would help me diagnose these and future problems.

I tried to ring Commodore in Sydney and found their telephones have been disconnected. Telecom told me there is no listing for Commodore Business Machines in either Sydney or Melbourne. Could someone tell me where they have disappeared to?

I would also like to find out where I can buy IC's for the C64 and 1541.

Well, Richard, these problems could be caused by a number of things, but a quick call to Campbell Computer Care seemed to verify that the most likely scenario is that you are experiencing CIA (6526) chip problems. Campbell's will sell you a replacement chip for \$26.10 if you are capable of repairing it yourself and are sure this is the problem, or will do a complete check-

up and repair if you so desire but, as they said, a quick trip to your nearest Cash Converters store can get you a complete second-hand 64 for around the \$30 - \$70 mark. The decision is yours.

To the best of my knowledge, there are NO diagnostics book available for the C64.

MICRO-MART REVISITED

In the May edition of C.N., we carried a letter from Spencer Wood about his troubles with a certain Micro-Mart ad. Ted Woodwell takes up the story:

... concerning the advert of Bob Saxon's that gave some heart-burning to Spencer Wood. as the person who lodged the advert on behalf of our former treasurer, I thought I had better find out why Spencer's letter had not found its destination. I checked first at the Curtin Post Office, as our president, Matt Blydenstein, or the secretary, usually clears the box. They informed me that the letter was not addressed to our box number (Canberra Commodore User's Group), but to BOX 499 CURTIN ACT 2603. Our box number is BOX 409, CURTIN, ACT, 2605. When I consulted the advert, it certainly shows BOX 499. I guess somehow I must owe Spencer an apology. I have spoken to Bob Saxon who said he sold most of the stuff in the advert which also ran in our club newsletter over some months. He still has the 128D and the monitor for which he still wants \$500.

Once again, I am sorry Spencer was mesed about, i guess the only good thing was that he didn't loose his money. Perhaps if he placed an advert wanting a 1750 REU in C.N. he might get lucky. I bought mine from Noel Styles when he moved to the Amiga recently. He had acquired it through a request in C.N. He said he had several offers, and only paid \$100 for his.

Thanks for that, Ted. I'm not entirely convinced the fault is entirely yours as I am unable to track down the relevant

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piece of correspondence to verify exactly what address was shown. In either case, it looks like we can put this particular episode down to human error (yours or mine).

INTERFACE PROBLEMS

Leaving the Capital Territory and once again entering New South Wales, and Leslie Fletcher of Doonside writes:

I went to a computer fair in Parramatta at the weekend. While there I picked up a Card/Print + G Centronics Parallel Printer (Australian brand name, TRONIX) Interface for the Vic-20 and C-64 computers. It came complete with what looked like an almost unused manual.

Unfortunately when I hooked it up, the computer wouldn't talk to it. According to the manual, there should be a connector to plug in to the Datassette port.

There is no sign of such a plug and I can see no place for one to be connected. I guess it's possible something has been removed.

I wonder if you, or any of your readers has had any experience of this interface and, if so, could you help me to figure out if I need an extra plug and how to connect it.

I personally can't help Les here. Has anyone else had experience with this piece of equipment?

DON'T BE SO INSULTING!

Back up Queensland way, and Scott Roseboom writes in part:

..... Another point I would like to address you with is your remarks in introducing Queenslanders in your

"Letter's Link". Your remarks do not and will not bother me as I wish to be viewed as anything other than normal, not to mention I think you Mexicans think a lot of us up here. That's why we have the misfortune of having so many of your kind living with us. In all seriousness, some other Queenslanders, especially those I come in contact with from central and northern Queensland make comment of their offence at your remarks. It is up to you Warren, but please could you make more light of your remarks in this regard. The more of the word of C.N. is my only aim here.

I suppose the best way to answer this is to be honest. I have never said anything in these pages that I have meant to be hurtful to anyone, Queenslanders or not. I humbly apologise to anyone who has taken offence at any remark I have made, I can assure you any such offence was entirely unintentional. I do try and "lighten" up Letter's Link just a little with my tongue-in-cheek comments, and admittedly Queenslanders tend to get a little more attention than most. This is honestly because Queensland has (in my opinion) a much more interesting "ambience" than most other states. If you've ever been to Tasmania during high summer, you could quite easily be excused for terming it "The Sunstroke State", but it just doesn't fit, does it. Most people, when thinking of Tassie, think of apples, the cold, or the sea. It's the geographical/climatic concept of Queensland that lends it so well to one liners, rather than the people themselves (except for perhaps Joh). However, if such comments are genuinely of concern to ANYONE, please let me know (as you have done). I'm not there to see your face. I can't tell if your smiling or grimacing, and I need your guidance if my sense of "humour" goes overboard. Before I do

pass on to other things though, I quite often get positive comments on these remarks from people (even Queenslanders). The point I'm trying to make is that they are NOT malicious remarks, they are intended purely and simply as a little light relief. I will, however, try to curtail my enthusiasm in future.

MPS 1230 REPLACEMENT RIBBONS

From Old Bar in New South Wales, and Bill Bratby writes:

While reading the May collection of gems and wit, I noticed that Don Williams is having difficulty obtaining replacement ribbons for his MPS 1230. Warren also indicated that "many readers are experiencing some difficulty in locating ribbons"...

I have obtained not only ribbons but extreme satisfaction (and I'm not on a commission) from aussoft (Qld.) Pty Ltd., P.O. Box 476, CLEVELAND, Qld., 4163. They supply seamless ribbon and, as there is no join, they last so much longer. The ribbon is to suit the Olivetti DM 100 (MPS 1230), and my last ones cost \$3.40 including postage and packing. Quantities result in a lower unit price. A price list is available, and they aim to please.

Hoping this will help some poor soul save a bundle.

Many thanks, Bill. I'm sure you have inherited a multitude of fans amongst the MPS 1230 community. It's great when people like yourself step forward to help us all. anyone else out there know good cheap, reliable sources for Commodore compatible accessories?

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